Spells That Don't Suck

A collection of homebrew spells for 5E crafted by Omega Ankh & somanyrobots

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This is a collection of new spells for 5th Edition, made as a joint project between somanyrobots & Omega Ankh. Each is a rebalanced version of an existing spell — some in the SRD, some not. They're also free to use — everything in this document is licensed CC-BY. The license is linked at the bottom, but broadly that means you can incorporate it into your own work (even commercial projects) and share it freely, as long as you credit the authors. Happy casting!

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Spells

Adaptation

2nd-level transmutation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour
Replaces: *Alter Self*

You touch a creature, modifying it for a specific environment. The target chooses one of the following options for the duration. It can end one option as an action to gain the benefits of a different one. The spell ends if you cast it again or dismiss it as an action.

- The creature grows gills and webbing between its digits. It can breathe underwater and gains a swimming speed equal to its walking speed.
- The creature grows a membrane between its limbs. When the creature falls, it can use its reaction to subtract up to 100 feet from the fall when calculating falling damage and can glide horizontally a number of feet equal to its walking speed.
- The creature grows a prehensile tail. The tail has a 5-foot reach and can lift a number of pounds equal to five times the creature's Strength score. It can grasp, lift, drop, hold, push, or pull an object or a creature, open or close a door or a container, grapple someone, or make an unarmed strike.
- The creature's appearance changes. For the duration, it can use an action to change its height, weight, facial features, voice, hair length and coloration, and distinguishing characteristics. It cannot change its size or number of limbs.
- The creature grows a natural weapon. Unarmed strikes with the weapon deal 1d6 bludgeoning, piercing, or slashing damage as appropriate. The natural weapon is magical and has a +1 bonus to its attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the natural weapon's bonus increases to +2. When you use a spell slot of 6th level or higher, the natural weapon's bonus increases to +3. Additionally, the target can select one additional option for every two slot levels above 2nd.

Alter Weather

6th-level transmutation

Classes: Cleric, Druid, Wizard
Casting Time: 1 action
Range: Self (1-mile radius)
Components: V, S, M (a silver dish and a glass tube filled with quicksilver)
Duration: 1 hour
Replaces: *Control Weather*

You seize the air currents above you, taking control of the local weather. You must have clear sight of the sky to cast this spell, and the spell ends early if you end your turn unable to see it.

When you cast the spell, you can choose to shift the precipitation, temperature, and wind each by one stage on the charts below. It takes 30 minutes for the conditions to change, after which you can change them again. The charts suggest weather effects, and your GM may determine any additional effects resulting from the change in weather. Your GM may rule that fire or cold resistance, hot or cold weather gear, or other measures partly or completely protect a creature against the effects. After the spell ends, the weather returns to its original state, changing at the same rate. The spell ends if you cast it again or dismiss it as an action.

Precipitation

Higher stages include all the effects of lower stages.

Stage	Condition	Effects
1	Clear	—
2	Light Clouds	—
3	Overcast or ground fog	The area lacks sunlight, for effects or traits dependent on it.
4	Rain, hail, or snow	Objects and creatures are lightly obscured more than 60 feet away.
5	Torrential rain, driving hail, or blizzard	Objects and creatures are heavily obscured more than 30 feet away, and all terrain is difficult terrain.

Temperature

Stage 1 includes the effects of stage 2, and stage 7 includes the effects of stage 6.

Stage	Condition	Effects
1	Unbearable Heat	All creatures must pass a DC 10 Constitution saving throw every hour or suffer one level of exhaustion.
2	Hot	All creatures suffer disadvantage on all Constitution saves except against weather effects.
3	Warm	—
4	Pleasant	—
5	Cool	—
6	Cold	All creatures suffer disadvantage on Dexterity checks.
7	Bitter Cold	All creatures must pass a DC 10 Constitution saving throw every hour or suffer one level of exhaustion.

Wind

Higher stages include all the effects of lower stages.

Stage	Condition	Effects
1	Calm	—
2	Moderate wind	—
3	Strong wind	Ranged attacks are made at disadvantage.
4	Windstorm	All creatures have resistance to damage from ranged attacks
5	Hurricane	Ranged attacks are impossible, and all movement against the wind costs twice as much.

At Higher Levels. When you cast this spell using a spell slot of 7th level, the duration is 8 hours, and the area increases to a 5-mile radius. When you cast this spell using a spell slot of 8th level, the duration is 24 hours, and the area increases to a 10-mile radius. When you cast this spell using a spell slot of 9th level, the duration is 7 days, and the area increases to a 25-mile radius.

Animal Ally

2nd-level enchantment

Classes: Druid, Ranger
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a biscuit baked out of meat and grain)
Duration: Concentration, 1 hour
Replaces: *Beast Bond & Beast Sense*

You connect your mind to that of a friendly beast within range. You can use your action to use its senses instead of your own until the start of your next turn. While the beast is within 120 feet of you, you and the beast can communicate telepathically, and the beast gains the following benefits:

- The beast can add your proficiency bonus to all of its ability checks.
- The beast deals an extra 1d6 damage to a target whenever it hits with an attack
- The beast has advantage on attack rolls against any creature you have attacked since the start of your last turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the spell's duration increases to 8 hours. When you cast this spell using a spell slot of 6th level or higher, the spell's duration increases to 24 hours.

Animal Transformation

4th-level transmutation

Classes: Bard, Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lump of clay)
Duration: Concentration, 1 hour
Replaces: *Polymorph*

You gesture at a creature you can see within range, magically molding them into a new form. The spell has no effect on a creature with 0 hit points. An unwilling creature must make a Charisma saving throw or be transformed. At the end of each of its turns, an affected target can repeat the save, ending the spell on a success.

The transformation lasts for the duration, or until the target drops to 0 hit points. The new form can be any beast whose challenge rating is equal to or less than the target's challenge rating or level, but no greater than 4. The target's game statistics are replaced by the statistics of the chosen beast. It retains its alignment, personality, allegiances, and broad plan of action.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.

The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. Its items meld into the new form, and the creature can't activate, use, wield, or otherwise benefit from any of it.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the new form's maximum challenge rating increases by 1 for each slot level above 4th.

Arcane Shelter

3rd-level abjuration (ritual)

Classes: Bard, Wizard
Casting Time: 10 minutes
Range: Self (10-foot dome)
Components: V, S, M (a flake of tortoise shell)
Duration: 8 hours
Replaces: *Tiny Hut*

You construct a 10-foot radius dome of arcane energy, centered on yourself. The dome is stationary and disappears if you exit its area. If you cast it in a location without enough space to accommodate it, the spell fails.

Ten Medium creatures can fit inside the dome; a Large creature takes as much space as four Medium creatures. You can designate up to ten creatures when you cast the spell who can freely pass in and out of the dome, spending 25 feet of movement to move through the dome. Other creatures cannot pass through.

The dome is translucent, with only vague shapes visible through it. Projectiles that touch the dome are slowed to a stop, and spells and other magical effects can't pass through the dome or be cast through it.

Arcane Wall

5th-level evocation

Classes: Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a pinch of powdered gemstone)
Duration: Concentration, up to 10 minutes
Replaces: *Wall of Force*

An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side).

Nothing can physically pass through the wall. Each panel has AC 15 and 100 hit points. The wall can't be dispelled by dispel magic, and is immune to psychic and nonmagical bludgeoning, piercing, and slashing damage. A disintegrate spell destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Arcanist's Sword

7th-level evocation

Classes: Wizard, Bard
Casting Time: 1 Action
Range: 60 feet
Components: V, S, M (a miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp)
Duration: 1 minute
Replaces: *Mordenkainen's Sword*

You create a glowing sword-shaped plane of force that hovers within range for the duration. When the sword appears and as a bonus action on subsequent turns, you can give the sword one of the following commands.

- **Attack**. The sword moves up to 20 feet toward a creature and makes a melee spell attack against it. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier.
- **Guard**. The sword moves up to 20 feet into a creature's space and grants the creature half cover as it attempts to deflect incoming attacks. The first time a hostile creature comes within 5 feet of the sword, the sword makes a melee spell attack against that creature. On a hit, the target takes force damage equal to 3d10 + your spellcasting ability modifier. The sword cannot attack again until you command it again.
- **Whirl**. The sword moves up to 20 feet toward a point and then begins to spin in a deadly whirl. A creature that starts in the sword's space or passes within 5 feet of the sword on its turn must succeed on a Dexterity saving throw or take 3d10 force damage.

Arctic Breath

1st-level evocation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S
Duration: Instantaneous
Replaces: *Frost Fingers*

A line of freezing arctic wind 30 feet long and 5 feet wide blasts out from you in a direction of your choice. Each creature in the line must make a Dexterity saving throw. On a failure, a creature takes 2d8 cold damage and its speed is reduced by 10 feet until the end of its next turn. On a success, a creature takes half as much damage and isn't slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Assemble

4th-level transmutation

Classes: Wizard
Casting Time: 10 minutes
Range: 120 feet
Components: V, S
Duration: Instantaneous
Replaces: *Fabricate*

You magically assemble unfinished materials you can see within range that are not being worn or carried into products. With enough unfinished material, you can assemble up to eight nonmagical objects. A Large object (contained within a 10-foot cube, or eight connected 5-foot cubes) counts as eight, a Medium or Small object as one, and a Tiny object as one-eighth. The object cannot be securely attached to a surface or a larger object, and if you are working with metal or stone, the assembled object can be no larger than Medium. Unfinished materials can be raw (freshly felled trees or mined ores) or partly-worked (wooden boards or metal ingots), but cannot be finished goods (a constructed building or suit of armor). Examples include:

- Metals and alloys (such as bronze, iron, or silver)
- Organic byproducts (such as canvas, silk, or wool)
- Plant matter (such as flax, hemp, or oak)
- Stone (such as granite, marble, or sandstone)

You cannot affect creatures or magic items, and you must have proficiency in the appropriate set of artisan's tools to create items of commensurate craftsmanship. For this type of artisanal crafting, the spell completes the equivalent of eight hours' work, which can be part of a longer-term project.

Aura of Concealment

2nd-level abjuration

Classes: Druid, Ranger
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a pinch of ash and a cotton bud)
Duration: Concentration, up to 1 hour
Replaces: *Pass without Trace*

You radiate concealing magic in an aura with a 30-foot radius, making you and your allies more difficult to detect. Until the spell ends, whenever you or a creature you choose within 30 feet of you must make a Dexterity (Stealth) check, the creature may add a +5 bonus. A chosen creature leaves no trace of its passage and cannot be tracked except by magical means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus increases by 1 for each slot level above 2nd.

In most situations where Aura of Concealment is appropriate, the party will be making group stealth checks against an enemy's passive Perception. It's strongly recommended that GMs run those as written in the basic rules. Some GMs require every PC to succeed, or roll active Perception for each enemy — either option will artificially inflate the check's difficulty.

Aura of Truth

2nd-level enchantment

Classes: Bard, Cleric, Paladin
Casting Time: 1 action
Range: Self (15-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Zone of Truth*

You radiate a compulsion for honesty in an aura with a 15-foot radius. Until the spell ends, the aura moves with you, centered on you. The first time a creature ends its turn within the area, it must make a Charisma saving throw. On a failed save, it cannot intentionally lie while in the aura. A creature can choose to fail its save, and you know if a creature succeeds or fails. An affected creature is aware of the spell and can answer evasively.

As an action, you can focus the spell to compel answers. You may ask up to two yes-or-no questions, each directed at an affected creature, who must answer truthfully. The spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the aura's radius increases by 5 feet for each slot level above 2nd. Additionally, the number of compelled questions you can ask increases by 1 for each slot level above 2nd.

Beast Perception

2nd-level divination

Classes: Druid, Ranger
Casting Time: 1 action
Range: Self
Components: S, M (a tuft of fur, feathers, or dried skin of the beast the spell mimics)
Duration: Concentration, up to 1 hour
Replaces: *Beast Sense* (in part)

When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one.

- **Darkvision.** You gain darkvision out to 30 feet.
- **Echolocation.** You gain blindsight out to 10 feet, but only if you continuously make high-pitched sounds, preventing you from speaking normally while you do. Your squeaking can be heard from up to 60 feet away.
- **Keen Hearing.** You have advantage on Wisdom (Perception) checks that rely on hearing.
- **Keen Sight.** You have advantage on Wisdom (Perception) checks that rely on sight.
- **Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.
- **Tremorsense.** You gain tremorsense out to 30 feet.
- **Websense.** While in contact with a web, you know the exact location of any other creature in contact with the same web.

Befriend

Enchantment cantrip

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: S, M (1 copper piece, which the spell consumes)
Duration: Concentration, up to 10 minutes
Replaces: *Friends*

You ensorcel one creature you can see within range, compelling them to like and trust you. For the duration, you have advantage on Charisma (Persuasion) or Charisma (Deception) checks to interact with the target. Afterward, the target is aware you magically influenced it, and becomes hostile toward you. A violent creature might attack you, while others might spread word of your treachery, summon the authorities, or otherwise attempt to thwart you.

Befriend Beast

1st-level enchantment (ritual)

Classes: Bard, Druid, Ranger
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a biscuit baked out of meat and grain)
Duration: 1 hour
Replaces: *Animal Friendship & Animal Messenger*

You magically persuade a beast that you are a trusted ally. Choose a beast that you can see within range, which must be able to see and hear you. The beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. Beasts with Intelligence 4 or higher automatically succeed. If you or one of your companions harms the target, the spell ends.

While charmed in this way, the beast is willing to perform simple tasks on your behalf, including scouting locations, finding things, or delivering objects. If asked to deliver a message, it can understand locations and a general description of a target, though it cannot reliably find an individual. A beast delivering a message typically covers 1 mile per hour walking, or 2 miles per hour if it can fly.

At Higher Levels. If you cast this spell using a spell slot of 2nd level, the duration of the spell increases to 24 hours. If you use a spell slot of 3rd level or higher, you can either increase the duration by another 24 hours for each slot level above 2nd or affect one additional beast for each slot level above 2nd.

Benediction

Divination cantrip

Classes: Cleric, Druid
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Guidance*

Magic enhances your words as you advise one creature that can see and understand you within range. Once before the spell ends, the target can roll a 1d4 and add the number rolled to one ability check of its choice. It can roll the die before or after making the ability check. The spell then ends.

A creature with 4 Intelligence or higher that perceives your spellcasting is aware of its magical influence and responds accordingly.

> Stacking bonus-die buffs can easily break skill checks. The following house rule is strongly recommended: *Only one bonus-die effect (the largest) can be applied to any given d20 roll.*

Bewilder

4th-level enchantment

Classes: Bard, Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a sprig of wormwood)
Duration: Concentration, up to 1 minute
Replaces: *Confusion*

You distort and confuse your enemies' senses, driving them to inexplicable action. Each creature in a 20-foot radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions. At the start of each of its turns, it must spend half of its movement to move in a random horizontal direction. To determine the direction, roll a d8 and assign a direction to each die face. It then must roll a d4 to determine its actions.

d4	Behavior
1	The creature is stunned until the start of its next turn.
2	The creature treats every other creature as its enemy until the start of its next turn, fighting them with its typical tactics.
3	The creature becomes frightened of every other creature it can see until the start of its next turn.
4	The creature drops any weapons or items it is holding, and doesn't move or take actions this turn.

At the end of each of its turns, an affected target can repeat its saving throw, ending the effect on itself on a success. A creature can also repeat its saving throw any time it takes damage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet for each slot level above 4th.

Black Ice

Conjuration cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Frostbite*

You cause a patch of nearly transparent ice to form on ground that you can see within range. Until the spell ends, the magic ice fills a 5-foot square. Any creature on the ice's space when you cast the spell must succeed on a Dexterity saving throw or take 1d6 cold damage. If the creature is Medium or smaller, it also falls prone on a failed save.

A creature must also make the saving throw when it moves onto the ice's space for the first time on a turn or ends its turn atop it.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Blade Burst

Conjuration cantrip

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Instantaneous
Replaces: *Sword Burst*

You conjure a ring of blades to slash or stab at your foes. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 slashing or piercing damage (your choice).

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Brilliance

3rd-level evocation

Classes: Cleric, Druid, Paladin, Ranger, Sorcerer
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 hour
Replaces: *Daylight*

A 60-foot radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. This light isn't sunlight.

If you target a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light.

If any of this spell's area overlaps with an area of darkness created by a spell of its own level or lower, or an equivalent magical effect, the spell or effect that created the darkness is dispelled.

Burst of Flame

2nd-level conjuration

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Replaces: *Pyrotechnics*

You summon up a fiery explosion, creating light, heat, or smoke. You may conjure the explosion at any point within 60 feet, but it will have added effect if you conjure it atop an existing nonmagical flame (extinguishing up to a 5-foot cube of flame). Choose one of the following effects.

- **Light.** You create a shower of sparks, blinding onlookers. Each creature in a 10-foot radius must make a Constitution saving throw or be blinded until the end of your next turn. If you target an existing flame, the radius increases to 20 feet.
- **Heat.** You conjure a blast of intense heat. Each creature in a 10-foot radius must make a Constitution saving throw. On a failed save, a creature takes 3d6 fire damage, or half as much on a successful save. If you target an existing flame, the damage increases to 4d6.
- **Smoke.** You create a 15-foot radius cloud of thick, oily smoke. It spreads around corners, and its area is heavily obscured. If you target an existing flame, the radius is 30 feet. The cloud lasts for 1 minute or until dispersed by a strong breeze.

Call for Aid

6th-level conjuration

Classes: Cleric
Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Planar Ally*

You seek assistance from a mighty extraplanar being — a god, archdevil, or other legendary and powerful creature. It sends one of its loyal servants to aid you, which appears in an unoccupied space within range.

When the creature appears, it is friendly but under no obligation to help you. It speaks at least one language you speak. It typically demands payment for its aid, in a form appropriate to the creature (for example, tithes for a celestial or sacrifices for a fiend). When payment has monetary value, it usually is 50 gp per minute, 500 gp per hour, or 5,000 gp per day. It may be decreased or increased as much as 50% depending on whether the extraplanar being endorses the task, or on the danger of the task. The cost usually increases when repeatedly summoning the same extraplanar being and may be free the first time if the being favors you.

Services can be anything appropriate to the creature summoned. Creatures will rarely agree to tasks that are suicidal, impossible, abhorrent, or especially lengthy. After the creature completes the task, or you are unable to satisfy its payment, it returns to its home plane.

Captivate

2nd-level enchantment

Classes: Bard, Warlock
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: 1 minute
Replaces: *Enthrall*

You enact a performance laced with subtle magic, your gestures and voice causing others to focus on you to the exclusion of all else. Creatures you choose within range must succeed on a Wisdom saving throw or be charmed by you. If you or your companions are fighting a creature, it has advantage on the save. While charmed by you in this way, a creature has disadvantage on initiative rolls as well as Wisdom (Perception) checks made to perceive any creature other than you until the spell ends, or until the target can no longer see or hear you.

Additionally, if a creature rolls initiative while affected by this spell, its speed is reduced by 10 feet and it can't take reactions until after its first turn ends. The spell ends if you are incapacitated or can no longer speak. A creature that fails its saving throw doesn't realize that you used magic to influence it, even if it witnessed the spell being cast.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration increases by 1 minute and the radius increases by 10 feet for each slot level above 2nd.

Caustic Quarrel

2nd-level conjuration

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a bit of fool's gold, sulfur, and water)
Duration: Instantaneous
Replaces: *Acid Arrow*

You conjure an arrow of acid and send it streaking towards a target within range. Make a ranged spell attack. On a hit, the target takes 6d4 acid damage and is coated in acid. An acid-coated target can use its action to wipe the acid off. If not, then at the end of its next turn, it takes an additional 4d4 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, both instances of damage increase by 1d4 for each slot level above 2nd.

Circle of Protection

3rd-level abjuration

Classes: Cleric, Paladin, Warlock, Wizard
Casting Time: 1 action
Range: 15 feet
Components: V, S, M (a mixture of salt and silver powder worth at least 100 gp, which the spell consumes)
Duration: Concentration, up to 1 hour
Replaces: *Magic Circle*

You draw a 10-foot radius circular glyph upon the ground, which projects upward into a luminous 30-foot tall cylinder. Select one of the following creature types when you draw the glyph: aberrations, celestials, elementals, fey, fiends, or undead. A challenge rating 5 or lower creature of the chosen type can't willingly move across the cylinder's boundary. When the creature attempts to make an attack, cast a spell, use teleportation or interplanar travel, or cause any other effect across the boundary, it must first succeed on a Charisma saving throw.

Whenever you start casting the spell, you can modify it so that it doesn't require concentration. If you do so, the spell's casting time becomes 10 minutes for that casting.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the maximum challenge rating of affected creatures increases by 3 for each slot level above 3rd. When you cast this spell using a spell slot of 5th or 6th level, the duration is concentration, up to 12 hours. When cast using a spell slot of 7th or 8th level, the duration is concentration, up to 24 hours. When cast using a 9th-level spell slot, the spell lasts until dispelled, and there is no challenge rating limit on affected creatures.

Cold Snap

2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: S
Duration: Instantaneous
Replaces: *Snilloc's Snowball Swarm*

With a snap of your fingers, a swirling burst of freezing wind erupts at a point you choose within range. Each creature in a 5-foot radius sphere must make a Constitution saving throw. On a failure, a creature takes 3d8 cold damage and becomes coated in ice, reducing its speed by 10 feet until the start of your next turn. On a success, it takes half as much damage and is not slowed.

The ground in the area is covered with slick ice and snow, making it difficult terrain until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Command Beast

3rd-level enchantment

Classes: Druid, Ranger, Sorcerer
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Dominate Beast*

You attempt to take control of a beast you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. A beast of challenge rating 4 or higher automatically succeeds on this saving throw. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you can issue telepathic commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

As an action, you can take full control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, any reactions the creature takes require you to use your reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, there is no challenge rating limit to the target creature.

Command Objects

5th-level transmutation

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Animate Objects*

You magically animate nearby objects, bending them to your will. Choose up to six nonmagical objects within range that are not being worn or carried. All objects must be the same size, and you can animate six Tiny, four Small, three Medium, two Large, or one Huge object(s). Each object animates until spell ends or until reduced to 0 hit points; when an object drops to 0 hit points, any remaining damage carries over to its original object form.

Command Objects Statistics

Size	HP	AC	Str	Dex	Damage	Speed
Tiny	5	19	12	28	1d4 + 1 damage	fly 30 (hover)
Small	10	18	16	24	1d6 + 3 damage	fly 30
Medium	20	17	20	20	1d10 + 5 damage	30
Large	30	16	24	16	2d10 + 7 damage	25
Huge	60	15	28	12	5d12 + 9 damage	20

An animated object has blindsight with a radius of 30 feet and statistics as shown in the table above. The GM might rule an object has immunities, resistances, and vulnerabilities to specific damage types based on its form. If an object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0.

In combat, an object shares your initiative count, but takes its turn immediately after yours.

As a bonus action, you can issue one command to any number of objects within the spell's range. That command can be to attack, or some other action. Otherwise, the only action an object takes on its turn is the Dodge action. An object may also be commanded to attempt an action available to all creatures, such as grapple or shove, if its form permits it to do so.

If commanded to attack, an object makes one melee attack against a target you specify within 5 feet of it. Its attack bonus is equal to your spell attack modifier. An object usually deals bludgeoning damage, but the GM might rule it deals slashing or piercing damage based on its form.

Cone of Flame

1st-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous
Replaces: *Burning Hands*

Flames shoot forth from your fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failure, or half as much damage on a success.

The flames ignite any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 and the range of the cone increases by 5 feet for each slot level above 1st.

Confinement

7th-level evocation

Classes: Bard, Warlock, Wizard
Casting Time: 1 action
Range: 100 feet
Components: V, S, M (ruby dust worth 1,500 gp)
Duration: 1 hour
Replaces: *Forcecage*

An immobile, invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box as you choose. The prison has an AC of 17 and 140 hit points.

A prison in the shape of a cage can be up to 20 feet on a side, is made from 1/2-inch diameter bars spaced a 1/2-inch apart, and provides half cover to creatures inside.

A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area.

When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area.

A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that magic to exit the cage. On a failure, the magic fails and has no effect. The cage also extends into the Ethereal Plane, blocking ethereal travel.

This spell can't be dispelled by *dispel magic*.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the cage's AC increases by 1 and its hit points increase by 20 for each slot level above 7th.

Conjure Beast Pack

3rd-level conjuration

Classes: Druid, Ranger
Casting Time: 1 minute
Range: Self
Components: V, S, M (a handful of grain or corn)
Duration: Concentration, up to 1 hour
Replaces: *Conjure Animals*

You pull together wisps of magical energy and sculpt them into beasts. Choose a Small or Tiny beast of challenge rating 1/4 or lower, and eight creatures of that type appear immediately in unoccupied spaces around you. If you choose a beast with a flying speed, you summon six creatures instead. Each beast is considered fey and disappears when it drops to 0 hit points or when the spell ends.

The summoned beasts are friendly to you and your companions. In combat, the beasts share your initiative count, but take their turns immediately after yours. The beasts obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they move as a group and take the Dodge action.

If you command the beasts to attack, choose a target for each beast to attack within its reach, making a single melee spell attack for each target. On a hit, the target takes 1d4 bludgeoning or piercing damage (your choice), plus 1d4 extra damage for each additional beast attacking it. You have advantage on the attack roll if three or more beasts attack the same target, and you add your spellcasting ability modifier to the damage dealt if six or more beasts attack the same target.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you summon two additional beasts for each slot level above 3rd.

Sample Beasts

Note that a conjured beast pack does not use the normal attack within its stat block, and so does not apply any additional effects. Below are all the eligible beasts in the SRD 5.1.

Frog, Sea Horse, Baboon, Badger, Bat, Cat, Crab, Eagle, Giant Fire Beetle, Hawk, Jackal, Lizard, Octopus, Owl, Quipper, Rat, Raven, Scorpion, Spider, Weasel, Blood Hawk, Flying Snake, Giant Rat, Poisonous Snake, Stirge, Badger, Giant Centipede.

Conjure Herald

2nd-level conjuration (ritual)

Classes: Bard, Druid, Wizard
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a small silver horn worth at least 10gp, which is consumed)
Duration: Special
Replaces: *Magic Mouth & Skywrite*

You create a floating spirit which conveys a message of your choice. The herald appears to be a Medium or Small creature of ghostly form, with you determining its appearance otherwise. The herald knows a fixed message of up to 25 words. When you cast this spell, choose one of the following effects:

- **Ward.** The herald is cast at a particular location, or on a statue or other object with a mouth, and is fixed to that point. It is invisible and motionless until a specific condition is met within 30 feet of its location. When the condition is met, it appears and recites its message. If cast on an object, it moves the object's mouth rather than appearing directly. You determine whether it does so once or disappears again and repeats the message every time the condition is met. When cast in this way, the herald lasts until dispelled.
- **Announcement.** The herald floats through the air up to 100 feet up and 30 feet per round, repeating its message every round. It traverses an area up to a 5-mile radius around its location, conveying its message to every creature it sees. When cast in this way, the herald lasts for 1 hour.

Conjure Minor Fiends

3rd-level conjuration

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (100 gp worth of incense mixed with humanoid blood, which the spell consumes)
Duration: Concentration, up to 1 hour
Replaces: *Summon Lesser Demons*

You recite a dark incantation, summoning a group of minor fiends to do your bidding. You may choose the plane you call them from. The spell conjures two demons which use the Minor Fiend stat block below. Alternatively, your GM may choose any number of fiends whose combined challenge ratings are 2 or lower. In combat, the fiends share your initiative count but take their turns immediately after yours.

The fiends are friendly to you and your companions and hostile to all other creatures. If you lose concentration on the spell, they do not disappear. Instead, they become hostile toward you and your companions. They can't be dismissed and last for 1 hour after their summoning. A fiend disappears when reduced to 0 hit points.

At Higher Levels. When you cast this spell using a spell slot above 3rd level, the number of minor fiends or the combined challenge rating of the summoned fiends increases by 1 for each slot level above 3rd.

Minor Fiend

Medium fiend (demon)

Armor Class 14
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	14 (+2)	8 (-1)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, frightened, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Abyssal or Infernal, understands one language you can speak
Proficiency Bonus 2
Challenge 1

Magic Resistance. The fiend has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The fiend can make two attacks, only one of which can be Abyssal Bile.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit*: 1d8 + 3 slashing damage.

Abyssal Bile. The fiend sprays abyssal bile at one creature within 10 feet of it. The target must make a Charisma saving throw against your spell save DC. On a failure, it rolls 1d4 and is afflicted by a condition according to the result.

1: The target is frightened of the fiend.

2: The target is poisoned.

3: The target is restrained.

4: The target erupts into black flames, taking 1d6 fire damage at the start of each of its turns.

The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once a creature successfully saves against this ability, it is immune for 24 hours.

Corpse Puppets

5th-level necromancy

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Danse Macabre*

Your shadow splits, reaching out and reanimating up to five Tiny, Small or Medium corpses of challenge rating 1/4 or higher that you can see within range. Each corpse immediately transforms into an undead creature of the same size, which takes your choice of form (Skeleton or Zombie) using the Corpse Puppet stat block below.

The puppets are allies to you and your companions. In combat, they share your initiative count, but take their turns immediately after yours. As a bonus action, you can issue one command to any number of puppets within the spell's range. If you don't issue a command, they take the Dodge action and use their move to avoid danger.

The puppets are under your control until the spell ends, after which they become inanimate once more.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you animate up to two additional corpses for each slot level above 5th.

Corrosive Burst

4th-level conjuration

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a handful of saltpeter and copper shavings)
Duration: 1 minute
Replaces: *Vitriolic Sphere*

You hurl a ball of dripping acid outward, exploding in a 20-foot radius sphere at a point you can see within range. Every creature in the area must make a Dexterity saving throw, taking 8d4 acid damage on a failure or half as much on a success. A creature that fails the save takes an additional 4d4 acid damage at the end of each of its turns unless it or another creature within 5 feet spends an action to clear the acid off.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the initial damage increases by 2d4 for each slot level above 4th.

Corpse Puppet

Medium undead

Skeleton

Armor Class 13
Hit Points 15 (2d8+6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	6 (-2)	8 (-1)	5 (-3)

Zombie

Armor Class 8
Hit Points 25 (4d8+7)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities (Skeleton) bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it spoke in life but can't speak
Proficiency Bonus 2
Challenge 1/2

Festering Fortitude (Zombie Only). If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC equal to the damage taken, unless the damage is radiant or from a critical hit. On a success, the puppet drops to 1 hit point instead.

Seizing Swarm (Zombie Only). The puppet has advantage on its grapple check against a creature if at least one other allied Zombie Puppet is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack (Skeleton Only). The puppet makes two Skeletal Slash attacks.

Skeletal Slash (Skeleton Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 1 slashing damage.

Body Bash (Zombie Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 2d4 + 2 bludgeoning damage.

Curse of Weakness

2nd-level necromancy

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Ray of Enfeeblement*

Ghastly energy flickers within a 10-foot radius sphere centered on a point you choose within range. When a creature starts its turn in the area or moves into the area during its turn, it must make a Constitution saving throw.

On a failure, a creature is cursed with weakness until the end of its turn. While cursed, it has disadvantage on Strength checks and Strength saving throws, it deals half damage with weapon attacks that use Strength, and its speed is reduced by 10 feet.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the sphere increases by 5 feet for each slot level above 2nd.

Dazzle

1st-level illusion

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (20-foot cone)
Components: V, S, M (a small glass prism)
Duration: 1 round
Replaces: *Color Spray*

You throw open your hand and release a disorienting spray of glittering color motes. Each creature in a 20-foot cone perceives your space as heavily obscured and must make a Constitution saving throw. On a failure, it is blinded and its speed is halved. The spell ends at the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cone's size increases by 5 feet for each slot level above 1st.

Death Ray

7th-level necromancy

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Replaces: *Finger of Death*

You send a beam of negative energy at a creature you can see within range. Make a ranged spell attack. The creature takes 8d10 + 30 necrotic damage on a hit, or half as much damage on a miss.

If a humanoid dies from this spell or within 1 minute of being hit by it, it rises as a zombie at the start of your next turn and attacks the closest living creature. The GM may either use the zombie statistics from the Basic Rules, or the zombie template as described in *reanimation*. At the GM's discretion, other creature types may rise as different undead.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 2d10 for each slot level above 7th.

Deflect

1st-level abjuration

Classes: Sorcerer, Wizard
Casting Time: 1 reaction, which you take when you are hit by an attack or targeted by the magic missile spell
Range: Self
Components: V, S
Duration: 1 round
Replaces: *Shield*

A transparent sphere of arcane force appears, averting incoming attacks. Until the start of your next turn, you have a +5 bonus to AC, to a maximum of 21 AC, including against the triggering attack, and you take no damage from *magic missile*.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the bonus to AC (and the maximum AC) increases by 1 for every two slot levels above 1st (for example, when cast with a 5th-level spell slot, you have a +7 bonus to AC, to a maximum of 23 AC).

Detect Hazards

2nd-level divination

Classes: Cleric, Druid, Ranger
Casting Time: 1 action
Range: Self (120-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Find Traps*

You sense the presence of any trap within range. A trap, for the purpose of this spell, includes any object, terrain, or magic that would inflict a sudden or unexpected effect you consider harmful or undesirable. Thus, the spell would sense an area affected by the alarm spell, a spell glyph, a hidden pit trap, or a natural sinkhole, but not a creature lying in ambush.

The spell reveals the general presence and vague direction of a trap within its 120-foot range, but not its specific location. If you come within 15 feet of the trap, you detect its presence exactly, and any ability checks you or your companions make to examine it are made with advantage.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Detect Otherworldly Influence

1st-level divination (ritual)

Classes: Cleric, Paladin
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Detect Evil and Good*

You sense the presence of unnatural or extraplanar creatures. The spell reveals the existence of any aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of you, as well as their locations. You also have advantage on Wisdom (Perception) and Wisdom (Insight) checks against such creatures for the duration.

The spell is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Devil Binding

5th-level conjuration

Classes: Warlock, Wizard
Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a vial of blood and an obsidian chalice worth at least 665 gp)
Duration: Concentration, up to 1 hour
Replaces: *Infernal Calling*

You recite a profane chant to summon a devil, which appears in an unoccupied space that you can see within range. The devil's challenge rating is at least 4 and no higher than 8. The GM chooses the devil's type, and it is under the GM's control. If you know a devil's true name or possess its talisman, you can attempt to summon that devil regardless of its challenge rating.

The devil typically resents being summoned but will not harm you for the duration. On each of your turns, you can command it. It obeys orders it considers reasonable and fights ruthlessly, but will retreat to preserve its life and rank.

After 10 minutes, the devil can ignore your commands and might choose to remain and pursue its own goals. You may attempt to reason with, persuade, or strike a deal that aligns with its interests. If you maintain concentration for the full duration, you may return the devil to whence it came, otherwise, it remains summoned indefinitely.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the devil's possible challenge rating increases by 2 for each slot level above 5th.

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#### Disrupting Smite
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5th-level evocation

Classes: Paladin
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Replaces: *Banishing Smite*

You empower your weapon, giving it the ability to tear the fabric of the planes. The next time you hit a creature with a melee weapon attack before this spell ends, you tear a hole to another plane and tangle it within the interplanar aether. The attack deals an extra 5d10 force damage, and the target must make a Charisma saving throw. On a failure, it is partly phased out of the plane, becoming incapacitated and gaining resistance to all damage until the spell ends,

A creature incapacitated by this spell makes another Charisma saving throw at the end of each of its turns. On a successful save, the spell ends.

Divine Temple

6th-level conjuration

Classes: Cleric
Casting Time: 1 hour
Range: 60 feet
Components: V
Duration: 24 hours
Replaces: *Temple of the Gods*

You create a holy sanctuary dedicated to a specific deity at an empty point on the ground you can see within range. The temple occupies a cube up to 60 feet on each side.

The temple has at least one door and is enclosed by wood and stone floors, walls, and a roof. You determine all other aspects of its appearance (as long as it conforms to the worship of the deity to which it is devoted) such as altars, idols, illumination, rooms, scent, temperature, and windows.

Divination spells of 6th level and below can't target creatures within the temple or create sensors inside of it.

When you cast the spell, choose one or more of the following creature types for the temple to oppose: aberrations, celestials, elementals, fey, fiends, or undead. If such a creature attempts to enter the temple, it must make a Charisma saving throw. On a failure, it can't enter the temple for 24 hours. On a success, whenever it makes an attack roll, ability check, or saving throw inside the temple, it must roll a d4 and subtract the number rolled from the d20 roll.

Casting this spell on the same spot every day for a year makes the temple permanent.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the casting time increases by 1 hour and the temple's size increases by 60 feet on each side for each spell level above 6th. The temple counters divination spells of a level less than or equal to the slot level used.

Draining Bolt

Necromancy cantrip

Classes: Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Sapping Sting*

You sap the vitality of one creature you can see in range. Make a ranged spell attack against the target. On a hit, it takes 1d6 necrotic damage and has disadvantage on the next weapon attack roll it makes before the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Drink Life

5th-level necromancy

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Enervation*

You empower yourself with deathly energies, gaining the ability to harvest life from your foes. When you cast the spell, you extend a black tendril out to one creature you can see within range. The target must make a Constitution saving throw. On a failure, it takes 6d8 necrotic damage and has its speed halved until the start of your next turn. On a success, it takes half as much damage and suffers no other effects. You regain hit points equal to half the damage dealt. Until the spell ends, you can use your action on each of your turns to repeat the effect against a creature within range.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Dust Cyclone

2nd-level conjuration

Classes: Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of dust)
Duration: Concentration, up to 1 minute
Replaces: *Dust Devil*

A small cyclone whips up at a point you can see on the ground within range. The cyclone is a 5-foot radius, 30-foot high cylinder centered on that point.

Any creature that starts its turn within the radius of the dust cyclone or enters its radius for the first time during its turn must make a Strength saving throw. On a failed save, the creature takes 1d12 bludgeoning damage and is pushed 5 feet away from the center. On a successful save, the creature takes half as much damage and isn't pushed.

As a bonus action, you can move the dust cyclone up to 30 feet in any direction. The first time you pass the dust cyclone through a creature, you can force it to make the saving throw, as if it entered the cyclone's radius. You can continue to move the dust cyclone, but its strength is exhausted until the end of your turn and subsequent creatures are unaffected by it passing through them.

If the dust cyclone moves over sand, dust, loose dirt, or small gravel, it sucks up the material and heavily obscures its radius until the start of your next turn.

Earth Forming

5th-level transmutation (ritual)

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30 feet)
Components: V, S, M (a tiny silver pickaxe)
Duration: Concentration, up to 1 hour
Replaces: *Move Earth*

For the duration, you magically command the earth to reshape itself around you. As an action, you can permanently modify up to a 20-foot cube of soft earth you can see within range, such as sand, dirt, or clay, which you can move up to 20 feet over the course of 5 minutes. You can change its elevation or create or destroy trenches, pillars, ramps, walls, or other simple shapes. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. You can choose a new area to modify at any point, though you can only shape one area at a time; an unfinished formation slowly reverts to its original shape.

The spell can't shape stone, metal, or other hard materials. Rocks, plants, and structures shift or move to accommodate the new terrain, and may become unstable or fall.

When you cast this spell as a ritual, the silver pickaxe must be worth at least 500 gp and is consumed.

Earth Leash

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a tiny orange flag)
Duration: 1 minute
Replaces: *Earthbind*

You point at one creature you can see within range and send a lashing tendril of earth to haul it to the ground. The target must succeed on a Strength saving throw, or immediately fall prone. If the creature has a flying speed, it loses its flying speed for the spell's duration, causing it to fall even if it can hover. An airborne creature takes falling damage as normal, up to a maximum of 4d6 points of bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of targets increases by 1 for each slot level above 2nd, and the maximum damage from falling increases by 1d6 for each level above 2nd.

Earth Rumble

1st-level transmutation

Classes: Bard, Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Instantaneous
Replaces: *Earth Tremor*

You cause the ground immediately around you to shake and roll. Each other creature within 10 feet of you must make a Dexterity saving throw. On a failed save, a target takes 2d6 bludgeoning damage and is knocked prone. On a success, a target takes half as much damage and isn't knocked prone. If the terrain is dirt or stone, it becomes difficult terrain for creatures other than you for the next hour.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st, and the radius increases by 5 feet for every two slot levels above 1st.

Eldritch Armor

1st-level abjuration

Classes: Warlock
Casting Time: 1 action
Range: Self
Components: V, S, M (a vial of scorpion venom)
Duration: 1 hour
Replaces: *Armor of Agathys*

You protect yourself with an acidic coating that sprays outward when struck. You gain 1d4 + 4 temporary hit points for the duration. If a creature hits you with a melee attack while you have these temporary hit points, the creature takes 2d4 acid damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary hit points and the acid damage increase by 2d4 for each slot, up to a maximum of 9d4 + 4 temporary hit points and 10d4 damage at 5th level.

Eldritch Rift

1st-level conjuration

Classes: Warlock
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Instantaneous
Replaces: *Arms of Hadar*

You open a momentary portal to an unknowable void, letting eldritch tentacles slip through to tear at your enemies. Each other creature within 10 feet of you must make a Strength saving throw. On a failed save, a target takes 3d4 necrotic damage and is gripped by the tentacles, preventing it from making reactions until the start of its next turn. On a successful save, the target takes half as much damage and instead has disadvantage on opportunity attacks until the start of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 2d4 for each slot level above 1st, and you can increase the spell's radius by up to 5 feet for each slot level above 1st.

Elemental Reflection

1st-level abjuration

Classes: Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 reaction, which you take when you take acid, cold, fire, lightning, or thunder damage
Range: Self
Components: S
Duration: Instantaneous
Replaces: *Absorb Elements*

You create an elemental ward, gaining resistance to the triggering damage. When you cast the spell, you can choose to either extend the resistance until the end of your next turn, or you can cause your next weapon attack before the end of your next turn to deal an additional 1d8 damage of the triggering type and an additional effect depending on the triggering damage type.

- **Acid.** The target takes 1d4 acid damage at the end of its next turn.
- **Cold.** The target's speed is reduced by 10 feet until the end of your next turn.
- **Fire.** The attack ignites flammable objects not being worn or carried.
- **Lightning.** The target can't take reactions until the start of its next turn.
- **Thunder.** The target is deafened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the additional damage increases by 1d8 for each slot level above 1st.

Elemental Shield

6th-level abjuration

Classes: Druid
Casting Time: 1 action
Range: Self (5-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Primordial Ward*

You create a whirling shield of elemental power around yourself. When you cast this spell, select one of the following damage types: acid, cold, fire, lightning, or thunder. Until the spell ends, you gain immunity to that damage type, and creatures of your choice within 5 feet of you gain resistance to it. As a bonus action, you can change the shield's damage type.

Enkindle

2nd-level transmutation

Classes: Bard, Druid
Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (an unlit candle)
Duration: Concentration, up to 1 minute
Replaces: *Heat Metal*

You choose a Medium or smaller object not being worn within range and cause it to rapidly heat to unbearable temperatures. If the object is metal or otherwise not flammable, it glows white-hot; if it is flammable, it is engulfed in flame but not destroyed. If a creature is holding the object, it makes a Constitution saving throw at the start of each of its turns, taking 2d4 fire damage on a failure and suffering disadvantage on any ability checks or attack rolls using the item. If it succeeds on the saving throw, it takes half as much damage and suffers no other effects.

If you maintain concentration for the full 1-minute duration, a nonmagical item is melted, reduced to ash, or otherwise destroyed.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the fire damage increases by 1d4 for each slot level above 2nd.

Erudition

3rd-level divination

Classes: Bard, Cleric, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a treatise worth at least 250 gp)
Duration: 1 hour
Replaces: *Borrowed Knowledge*

You call on the knowledge of legends, augmenting a skill for the duration. You gain proficiency with the chosen skill. If you were already proficient, you instead gain expertise (doubling your proficiency bonus for any ability check you make with the skill). If you already have expertise, you can instead reroll one of the dice once whenever you have advantage on that ability check. The spell ends early if you cast it again.

Ethereal Slip

3rd-level conjuration

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute
Replaces: *Blink*

You thin the fabric of the Ethereal Plane, allowing yourself to slide seamlessly over the boundary. For the duration, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you slip into the Ethereal Plane, returning at the start of your next turn to the space you left. If that space is now occupied, you appear in the nearest unoccupied space. If you rolled an 11 or higher on your prior turn's blink roll, you roll 2d20 and use the lower result. If you rolled 10 or lower, roll 2d20 and use the higher result.

While on the Ethereal Plane, you can't be perceived except by creatures capable of seeing into the Ethereal Plane. You can see and hear your plane of origin out to a range of 60 feet, but you can't interact with anything or affect any creatures there. When the spell ends, you reappear on your plane of origin. You cannot cast this spell while already on the Ethereal Plane.

Expose Weakness

4th-level transmutation

Classes: Druid, Warlock, Wizard
Casting Time: 1 bonus action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Elemental Bane*

Select one creature you can see within range, and one damage type that isn't bludgeoning, piercing, or slashing. The target must make a Charisma saving throw or lose any resistance to that damage type for the duration. The first two times each round that the target takes damage of the chosen type, it takes 2d6 additional damage of that type.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the number of times each round the additional damage can occur increases by 1 for every two slot levels above 4th.

Expulsion

4th-level abjuration

- **Classes:** Cleric, Paladin, Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (an item the target abhors)
- **Duration:** Concentration, up to 1 minute
- **Replaces:** *Banishment*

You brandish a repellent item at a creature you can see within range and attempt to expel them from this plane. The target must make a Charisma saving throw. On a failure, it is partly wrenched off its current plane. For the duration, it becomes incapacitated and gains resistance to all damage.

The target makes another Charisma save at the end of each of its turns, ending the spell on a success. A creature on its home plane continues making saves for the duration. An extraplanar creature failing its second Charisma save disappears from its current plane entirely. An extraplanar creature failing the third Charisma save is banished back to its home plane and stops making saving throws. If you maintain concentration for the full duration, this banishment becomes permanent.

A target that returns reappears in the space it left or in the nearest unoccupied space if that space is occupied.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

False Death

3rd-level necromancy

Classes: Bard, Cleric, Druid, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a vial of corpse wax)
Duration: 8 hours
Replaces: *Feign Death*

You touch a willing creature, charging it with necrotic magic and allowing it to mimic death. The target gains 10 temporary hit points for the duration.

As an action, or as a reaction to being hit with an attack or taking damage, the target can appear dead to all outward inspection and to spells used to determine the target's status. If the target breathes, its respiration is undetectable.

While in this false state, the target drops prone, can see and hear normally, and has resistance to all damage except psychic damage. The false state ends if the target moves or takes an action, bonus action or reaction.

The spell ends once the target has left the false state. Additionally, you can use an action to touch the target and dismiss the spell.

If the target is diseased or poisoned when you cast the spell or becomes diseased or poisoned while under the spell's effect, the disease and poison have no effect until the spell ends.

False Foes

3rd-level enchantment

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a piece of a broken mirror)
Duration: Concentration, up to 1 minute
Replaces: *Enemies Abound*

You cause a creature to be unable to tell friend from foe. The target must make an Intelligence saving throw, automatically succeeding if it is immune to the frightened condition. On a failure, it treats every other creature as its enemy and fights them with its typical tactics, and must use its reaction to make an opportunity attack against any creature that provokes one.

Each time the target takes damage, it repeats the saving throw against the spell. If the saving throw succeeds, the spell ends.

Fated Strike

1st-level divination

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Instantaneous
Replaces: *True Strike*

You touch a willing creature, foretelling an accurate strike. The next attack the creature makes before the end of your next turn hits regardless of any modifiers or the target's AC.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the number of attacks that creature makes which automatically hit increases by one for every two slot levels above 1st.

Fearsome Visage

1st-level illusion

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, M (a dead spider)
Duration: Concentration, up to 1 minute
Replaces: *Cause Fear*

You bewitch a creature's mind, terrifying it. The target must succeed on a Wisdom saving throw or become frightened of you for the duration. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A target that is more than 90 feet away from you has advantage on its saving throw.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Fiery Blade

2nd-level evocation

Classes: Druid
Casting Time: 1 bonus action
Range: Self
Components: V, S, M (one flake of dried chili pepper)
Duration: Concentration, up to 1 minute
Replaces: *Flame Blade*

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. It counts as a simple melee weapon with which you are proficient, and provides bright light in a 20-foot radius and dim light for an additional 20 feet.

It deals 2d6 fire damage on a hit and has the finesse, light, and thrown properties (range 20/60). If you hit a flammable creature or object, it ignites, taking 1d6 fire damage at the start of each of its turns until a creature uses its action to douse the flames on itself or another creature.

If you drop the weapon or throw it, it dissipates at the end of the turn. Thereafter, while the spell persists, you can use a bonus action to cause the blade to reappear in your hand.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the blade's damage increases by 1d6 and the ignite damage by 1d6 for every two slot levels above 2nd.

Fiery Quiver

3rd-level Transmutation

Classes: Druid, Ranger, Sorcerer, Wizard
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 10 minutes
Replaces: *Flame Arrows*

You enchant a quiver of ammunition with a fiery boon. For the duration, ammunition drawn from this quiver deals an extra 2d6 fire damage on a hit. Only one piece of ammunition can be affected at a time, and the spell ends after 6 pieces of ammunition have been used or if you cast the spell again.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of pieces of ammunition you can affect with this spell increases by one for each slot level above 3rd.

Find in Nature

1st-level divination (ritual)

Classes: Bard, Druid, Ranger
Casting Time: 1 action
Range: Special, see below
Components: V, S, M (a tuft of hound's fur)
Duration: Instantaneous
Replaces: *Locate Animals or Plants*

This spell helps you locate a specific kind of beast or plant, which you can either name or describe. You learn the direction and distance to the closest creature or plant of that kind within 1 mile, if any are present.

At Higher Levels. If you cast this spell using a spell slot of 2nd level, the range of the spell increases to 5 miles. If you use a spell slot of 3rd level or higher, the range increases by 5 miles for each slot level above 2nd.

Fireblast

3rd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of peat and quicklime)
Duration: Instantaneous
Replaces: *Fireball*

A marble-sized ball of flame appears in your hand before darting out and exploding at a point you choose within range. Every creature within 20 feet of the point must make a Dexterity saving throw, taking 7d6 fire damage on a failure of half as much on a success.

The blast spreads around corners and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Fleeting Portals

6th-level conjuration

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 500 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Arcane Gate*

You create linked magical gates that you can control for the duration. Select two unoccupied points on the ground that you can see within 500 feet of you. Glowing 10-foot diameter gates open over each point.

You choose whether the gates are visible and usable from both sides or only one side. Any creature or object entering one gate exits the other as if the two were adjacent to each other. You can use a bonus action to close, open, and move one or both gates up to 60 feet. The spell ends if a gate moves more than 500 feet from the caster's original location.

Flickering Strikes

5th-level conjuration

Classes: Ranger, Wizard
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S, M (a melee weapon you are proficient with worth at least 1 sp)
Duration: Instantaneous
Replaces: *Steel Wind Strike*

You brandish the weapon used in the casting before disappearing, instantly teleporting to and striking up to 5 targets within range. Make a melee weapon attack against each target. On a hit, a target takes the weapon damage from the attack, plus an additional 6d6 force damage.

You can then teleport to an unoccupied space you can see within 5 feet of any target of the spell.

Force Weapon

2nd-level transmutation

Classes: Paladin, Wizard
Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Magic Weapon*

You touch a weapon, imbuing it with magic until the spell ends. A nonmagical weapon becomes magical, and the weapon gains a +1 bonus to attack rolls and deals an extra 1d4 force damage.

A creature wielding an amplified weapon can use a bonus action to make it start or stop glowing. The wielder chooses the color and amount of bright light from a 5-foot radius to a 30-foot radius, with dim light for an additional equal distance.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bonus increases to +2 and the force damage increases to 1d6. When you use a spell slot of 6th level or higher, the bonus increases to +3 and the force damage increases to 1d8.

Form of Fire

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Investiture of Flame*

You become elemental fire, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Until the spell ends, you gain the following benefits:

- You are immune to fire damage.
- You can move through the space of other creatures and ignore difficult terrain. The first time on your turn you enter the space of another creature, it takes 2d6 fire damage.
- If a creature within 5 feet hits you with a melee attack, it takes 2d6 fire damage.
- You can use your action to create a line of fire 30 feet long and 5 feet wide extending from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
- During your turn, if you roll fire damage, you can maximize one die of the fire damage dealt.

Form of Ice

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Investiture of Ice*

You freeze over, taking on a form of elemental ice. Until the spell ends, you gain the following benefits:

- You are immune to cold damage.
- You can move across difficult terrain created by ice or snow without spending extra movement.
- The ground in a 15-foot radius around you is icy and is difficult terrain for creatures other than you. The radius moves with you.
- You can use your action to create a 30-foot cone of freezing wind extending from your outstretched hand in a direction you choose. Each creature in the cone must make a Constitution saving throw. A creature takes 4d8 cold damage on a failed save, or half as much damage on a successful one. A creature that fails its save against this effect has its speed halved until the start of your next turn.
- During your turn, if you roll cold damage, you gain temporary hit points equal to one die rolled (your choice).

Form of Stone

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Investiture of Stone*

You become made of stone. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move across difficult terrain made of earth or stone without spending extra movement. You can move through solid earth or stone as if it was air and without destabilizing it, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, this spell ends, and you are stunned until the end of your next turn.
- You can use your action to call spikes of stone to raise from the ground. All creatures of your choice within 15 feet of you must make a Dexterity saving throw. A creature takes 4d8 piercing damage on a failed save, or half as much on a successful one. Its space becomes difficult terrain either way.

Form of Water

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

You become a surge of elemental water. Until the spell ends, you gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through the space of other creatures and ignore difficult terrain; the first time you move through a Large or smaller creature, it must pass a Strength saving throw or be knocked prone.
- You can use your action to unleash a blast of water 15 feet long and 5 feet wide extending from you in a direction of your choice. Each creature in the line must make a Strength saving throw. A creature takes 5d6 bludgeoning damage and is knocked prone on a failed save, or half as much and isn't knocked prone on a successful one.

Form of Wind

6th-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Investiture of Wind*

You become a gust of elemental wind. Until the spell ends, you gain the following benefits:

- You have a flying speed of 60 feet.
- You can move through and occupy the space of other creatures, and you ignore difficult terrain.
- You are invisible.
- You can use your action to unleash a powerful blast of wind in a 30 foot cone. Each creature in the cone must make a Strength saving throw. A creature takes 4d8 bludgeoning damage and is knocked 15 feet away from you on a failed save, or takes half as much damage and isn't knocked backward on a successful one.

Fortune

2nd-level abjuration

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 reaction, which you take when a creature you can see within 60 feet fails with an attack roll, an ability check, or a saving throw
Range: 60 feet
Components: V
Duration: Instantaneous
Replaces: *Silvery Barbs* (in part)

You magically reshape causality for the triggering creature, positively influencing its efforts. The triggering creature must reroll the d20 and use the higher roll.

Frost Shuriken

1st-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S, M (a palmful of water and a piece of iron)
Duration: Instantaneous
Replaces: *Ice Knife*

You form a bladed disk of ice and throw it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d4 piercing damage and 2d8 cold damage. The shuriken then explodes (whether you hit or miss). Each other creature within 5 feet of the target must succeed on a Dexterity saving throw or take 2d8 cold damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the cold damage increases by 1d8 for each slot level above 1st.

Ghost Lights

Evocation cantrip

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of tungsten or hickory, or a firefly)
Duration: 10 minutes
Replaces: *Dancing Lights*

You create up to four small lights within range that hover in the air for the duration. Each light may appear as you wish (torch, lantern, glowing orb, etc.) and can be colored as you like. Whichever form you choose, each one sheds dim light in a 15-foot radius.

As a bonus action on your turn, you can extinguish or move any or all of the lights up to 60 feet within range. A light must be within 30 feet of another light created by this spell, and a light winks out if it exceeds the spell's range. If you cast this spell again, any current lights you created with this spell instantly wink out.

Ghost Touch

Necromancy cantrip

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round
Replaces: *Chill Touch*

You create an intangible, cadaverous hand that latches onto a creature within range, assailing its life force. Make a ranged spell attack against the target. On a hit, the target takes 1d8 necrotic damage, and it can't regain hit points until the start of your next turn.

If you hit an undead target, it has disadvantage on attack rolls against you until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Glacial Orbs

6th-level conjuration

Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a pinch of blue sand)
Duration: Concentration, up to 10 minutes
Replaces: *Freezing Sphere*

You conjure five bitterly cold balls in your hand. A creature can hold a ball, hand it to another creature, throw it up to 60 feet, or use it as ammunition for a sling or appropriate weapon. A ball shatters on impact and explodes in a 15-foot radius.

Each creature within the area must make a Dexterity saving throw. On a failure, it takes 3d8 cold damage and its speed is halved until the end of its next turn. On a success, it takes half as much damage and suffers no other effects. When the spell ends, any remaining orbs evaporate.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you create an additional ball for each level above 6th.

Glyph of Power

7th-level abjuration

Classes: Bard, Cleric, Wizard
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (500 gp worth of gem dust, dependent on effect, which the spell consumes)
Duration: Until dispelled
Replaces: *Symbol*

When you cast this spell, you mark a fixed surface with an arcane inscription, occupying a 5-foot diameter circle. When a creature enters the glyph's space or otherwise disturbs it, the glyph triggers.

You can refine the trigger by specifying or exempting creatures or creature types, or by specifying a password a creature can speak as a reaction to prevent the glyph from triggering.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. A creature has advantage on this check if it is able to perceive magical effects, such as by casting detect magic. If a creature uses its action to destroy the glyph, or the surface is destroyed, the spell ends without triggering.

When you create the glyph, choose one of the options below, expending its material component. When the glyph triggers, it flares with colored light until destroyed. The effect immediately occurs, targeting every non-exempt creature within 60 feet.

Weakness (Amethyst). Each target must make a Strength saving throw. On a failure, it suffers crippling weakness for 1 hour. Its speed drops to 15 feet, and all its weapon attacks deal damage as if it rolled the minimum result.

Binding (Topaz). Each target must make a Dexterity saving throw. On a failure, it is restrained by magical lines of force for 1 hour.

Death (Black Sapphire). Each target must make a Constitution saving throw, dropping to 0 hit points on a failure or suffering 10d8 necrotic damage on a success.

Bafflement (Citrine). Each target must make an Intelligence saving throw. On a failed save, it loses its ability to understand the world for 1 hour. It cannot cast spells and has disadvantage on all ability checks and attack rolls.

Rage (Garnet). Each target must make a Wisdom saving throw. On a failed save, it becomes hostile to all other creatures and attacks the nearest target. It can repeat the save at the end of each of its turns.

Stupor (Emerald). Each target must make a Charisma saving throw, or enter a dazed state, its mind disconnected from its body. A creature takes no actions, and its speed is reduced by half. It recovers after 1 hour or when it takes any damage.

Grave Call

Necromancy cantrip

Classes: Cleric, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a coffin nail)
Duration: Instantaneous
Replaces: *Toll the Dead*

You gesture at one creature within range and chant a brief dirge, hastening its doom. The target must succeed on a Wisdom saving throw or take 1d8 necrotic damage. If it is below half its maximum hit points, the damage increases to 1d12.

This spell's damage increases by one die when you reach 5th level (2d8 or 2d12), 11th level (3d8 or 3d12), and 17th level (4d8 or 4d12).

Great Wave

8th-level conjuration

Classes: Druid
Casting Time: At least 1 action (see below)
Range: Sight
Components: V, S
Duration: Concentration, up to 6 rounds
Replaces: *Tsunami*

You create a giant, overwhelming wave at a point you can see, summoning a 50-foot long, 50-foot high, 10-foot thick wall of water. You can increase the casting time when casting the spell up to a maximum of 6 rounds; each round increases the wall's size by 50 feet in length and height, and 10 feet in thickness (up to a maximum of 300 feet long, 300 feet high, and 60 feet thick).

The wall lasts for the duration. When the wall appears, each creature within its area must make a Strength saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, or half as much damage on a successful save.

At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet along the ground in a direction of your choice. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage creatures take from the spell on subsequent rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends.

A creature caught in the wall can attempt to swim through it by making a successful Strength (Athletics) check against your spell save DC. If it fails the check, it can't move. A creature that moves out of the spell's area falls to the ground.

Hailstorm

4th-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 300 feet
Components: V, S, M (a piece of onion and a droplet of water)
Duration: 1 round
Replaces: *Ice Storm*

Balls of ice slam to the ground in a 20-foot radius, 40-foot high cylinder centered on a point within range for the duration. The balls of ice turn the storm's area of effect into difficult terrain. Any creature starting its turn in the cylinder must make a Dexterity saving throw. It takes 5d4 bludgeoning damage and 5d4 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bludgeoning and cold damage each increase by 1d4 for each slot level above 4th. Additionally, the radius and height increase by 5 feet for each slot level above 4th.

Hallucination

2nd-level illusion

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small glass bottle)
Duration: Concentration, up to 1 minute
Replaces: *Phantasmal Force*

You afflict a creature you can see within range with an illusory phantasm. The target immediately perceives an object, creature, or other phenomenon which you specify. The phantasm lasts for the duration, must be smaller than a 10-foot cube, and is imperceptible except to the target. It seems real, including sound, smell, and any other properties as needed. The spell has no effect on undead or constructs. It can't cause damage or inflict conditions. The target behaves as if the phantasm is real, and can inspect the phantasm as an action, making an Intelligence (Investigation) check against your spell save DC. If it is close enough to touch the phantasm, it has advantage on this check. On a success, the spell ends.

As a bonus action while you are within range, you can adjust the phantasm (for instance, moving a creature up to 30 feet, opening a door, or shattering a window.)

Holy Fire

5th-level evocation

Classes: Cleric
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of ash from burnt incense)
Duration: Instantaneous
Replaces: *Flame Strike*

A column of holy fire roars down from the heavens to smite your foes, striking all creatures within a 40-foot high, 10-foot radius cylinder. When you cast this spell, choose if it deals radiant damage, fire damage, or both. All creatures within the cylinder must make a Dexterity saving throw. A creature takes 8d8 damage of the chosen type (4d8 of each type if both were selected) on a failed save, or half as much on a success.

Targets gain no benefit from cover for this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 2d8 (or 1d8 of each type) for every two slot levels above 5th.

Imbue Element

3rd-level transmutation

Classes: Druid, Ranger, Paladin
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Elemental Weapon*

You touch a melee weapon and enhance it with elemental power. Choose one of the following damage types: acid, cold, fire, or lightning. For the duration, the weapon deals 1d6 bonus damage on a hit, and the weapon's base damage is changed to the chosen type. In addition, once per round after a creature takes damage from the weapon, it suffers an effect based on the damage type chosen:

- **Acid:** The target takes 2d4 acid damage at the end of its next turn.
- **Cold:** The target's speed is halved until the end of its next turn.
- **Fire:** The target takes 1d6 additional fire damage.
- **Lightning:** The target can't take reactions until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the bonus damage increases by 1d6 for every two slot levels above 3rd.

Impaling Spires

6th-level transmutation

Classes: Druid
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Replaces: *Bones of the Earth*

You haul up to six mighty spikes of rock out of the ground, erupting at locations you can see within range. Each spike occupies a 5-foot space, is up to 30 feet tall, and has AC 11 and 30 hit points. Any creature above a spike when the spell is cast must make a Dexterity saving throw. On a failure, it takes 5d10 piercing damage and is impaled if it is Large or smaller, becoming restrained at the top of the spike. Huge creatures can be restrained if targeted with two or more spikes, and Gargantuan creatures with six or more. On a success, a target suffers half as much damage and no other effects. A creature in the area of more than one spike is only damaged once.

An impaled target can use its action to attempt to free itself with a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, it is no longer restrained and falls. A target is also freed if all spikes impaling it are destroyed.

If a creature is slammed into a ceiling or other obstacle when it gets impaled, it takes an additional 2d10 bludgeoning damage, and attempts to free itself are made with disadvantage.

The spikes crumble back into the earth after 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can create two additional spikes for each slot level above 6th.

Incinerate

5th-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Immolation*

You channel agonizing flames, wreathing a creature you can see within range. At the start of each of its turns, the target must make a Dexterity saving throw, taking 10d6 fire damage on a failure. On a success, it takes half as much damage and the spell ends for that creature. While a target is on fire, it casts bright light for 30 feet and dim light for an additional 30 feet.

As a bonus action, you can spread the flames from any target creature to another within 10 feet of it, making that creature an additional target. If damage from this spell reduces a target to 0 hit points, the target is turned to ash.

Inflict Disease

5th-level necromancy

Classes: Cleric, Druid
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous
Replaces: *Contagion*

Your touch inflicts disease. Make a melee spell attack against a creature within your reach. On a hit, the target is afflicted with one of the diseases listed below (your choice). The spell has no effect on constructs, undead, or creatures immune to disease. The disease is magical and can only be cured by the *heal* spell or equivalent magic.

At the end of each of the target's turns, it must make another Constitution saving throw. If it succeeds, it suffers no effects from the disease until the end of its next turn. When the target has succeeded on three of these saving throws, it is no longer diseased. When it has failed on three of these saving throws, the disease sets in, and lasts for 7 days, or until treated by an appropriate means. Once the target has either three successes or three failures on these saving throws, it stops making saves for this spell.

- **Muscle Weakness.** The creature's arms become unbearably weak. It has disadvantage on Strength checks, Strength saving throws, and attack rolls that use Strength. Its attacks using Strength deal half damage.
- **Trembling Spasms**. The creature is overcome with terrible tremors. It has disadvantage on Dexterity checks, Dexterity saving throws, and attack rolls that use Dexterity. Its attacks using Dexterity do half damage.
- **Skinslough.** The creature's skin becomes paper-thin and causes agonizing pain when it tears. It has disadvantage on Constitution checks and Constitution saving throws, except those caused by this spell. In addition, when the creature takes damage, its speed is reduced to 10 feet until the end of its next turn.
- **Mindrot.** The creature becomes disoriented and confused. The creature has disadvantage on Intelligence checks and Intelligence saving throws and cannot tell friend from foe in combat.
- **Fire-eyes Fever.** The creature's eyes turn milky white and are searingly painful. It has disadvantage on Wisdom checks and Wisdom saving throws and is blinded.
- **Flesh Rot.** The creature's flesh decays. It has disadvantage on Charisma checks and Charisma saving throws and takes 5 additional points of damage when it suffers bludgeoning, piercing, or slashing damage.

Injunction

5th-level enchantment

Classes: Bard, Cleric, Druid, Paladin, Wizard
Casting Time: 1 minute
Range: 60 feet
Components: V
Duration: 30 days
Replaces: *Geas*

You magically bind a creature that can understand you within range to either complete or abstain from some action or activity. It must succeed on a Wisdom saving throw or become charmed by you for the duration. Once per turn while charmed in this way, the target's current and maximum hit points are reduced by 5d10 if its behavior contradicts your instructions. This reduction lasts until the spell ends.

You can issue any command you choose, though the spell ends if you issue a suicidal command. The creature's death does not end the spell.

As an action, you can end the spell early. *Remove curse* cast at the spell's level also ends the spell. *Greater restoration* ends the reduction of the target's hit point maximum, but it does not end the spell. This spell can't be dispelled by *dispel magic*.

At Higher Levels. The spell reduces maximum hit points by an additional 1d10 for each slot level above 5th. When you cast this spell using a spell slot of 7th or 8th level, the duration is 1 year. When you cast this spell using a spell slot of 9th level, the spell lasts indefinitely.

Irradiate

4th-level evocation

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Sickening Radiance*

You create an eerie, pulsating blue light within a 30-foot radius sphere centered on a point you choose within range. The bright light spreads around corners, and lasts until the spell ends.

When a creature moves into the spell's area for the first time on a turn or starts its turn there, it must make a Constitution saving throw. Constructs automatically succeed on saving throws against this spell.

On a failure, the creature's hit point maximum is reduced by 7d4, its speed is reduced by 5 feet, and it receives a -2 penalty to attack rolls, ability checks, saving throws, and save DCs. A creature suffers cumulative effects with each failed saving throw. If a creature fails its saving throw five times, it dies.

Additionally on a failure, the creature emits light in a 5-foot radius and can't benefit from being invisible. Each subsequent failed save increases the radius by 5 feet.

All effects caused by this spell (except death) end when the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the hit point maximum reduction increases by 1d4 per slot level above 4th.

Lashing Vine

2nd-level conjuration

Classes: Druid, Ranger
Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 minute
Replaces: *Grasping Vine*

You cause a magical vine to burst forth from the ground, wall, or ceiling in an unoccupied space of your choice that you can see within range. The vine is an object that has an AC and hit points equal to your spell save DC. When you cast this spell, and as a bonus action on your subsequent turns for the duration, you can direct the vine to pull a Large or smaller creature within 30 feet of it that you can see. That creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine. The spell ends if you cast it again or dismiss it as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the range and distance the vine can pull a creature increases by 10 feet for each slot level above 2nd. If you cast this spell using a spell slot of 4th level or higher, the vine can attempt to pull a Huge or smaller creature.

Life Drain

3rd-level necromancy

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Vampiric Touch*

You send tendrils of necrotic energy out, sucking the life essence from your foes. Select up to three creatures within range that aren't constructs or undead. Make a ranged spell attack against each target, dealing 3d6 necrotic damage on a hit. You regain hit points equal to half the damage dealt.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for every two slot levels above 5th.

Lightning Beam

3rd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a piece of quartz and a bit of fine dust)
Duration: Instantaneous
Replaces: *Lightning Bolt*

A brilliant, blue-white beam of lightning flashes forth from your fingertips, forming a line 100 feet long and 5 feet wide in a direction you choose.

You can cause the beam to bounce once off of a solid, non-conductive object that you can see (such as a stone wall) in a new direction you choose equal to the beam's remaining length. Each creature in the beam's path must make a Dexterity saving throw. A target creature takes 4d12 lightning damage on a failure, or half as much damage on a success.

The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Lightning Leash

Evocation cantrip

- **Classes:** Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** 1 round
- **Replaces:** *Lightning Lure*

You create a whip of crackling electricity and crack it outwards at a creature you choose that you can see within 30 feet. Make a melee spell attack. On a hit, the target takes 1d6 lightning damage and is ensnared by the lightning leash. If the target moves outside of the spell's range before the start of your next turn, you can use your reaction to yank on the leash. The target must succeed on a Strength saving throw or take 1d6 lightning damage and have its speed halved until the start of your next turn. Once it is outside of the spell's range, the leash dissipates.

Both damage rolls increase by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Lightning Tendril

1st-level evocation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self (20 feet)
Components: V, S, M (a twig from a tree that has been struck by lightning)
Duration: Concentration, up to 1 minute
Replaces: *Witch Bolt*

Crackling beams of blue energy leap from your hands. For the duration of the spell, as an action, you can direct them toward a creature within range, dealing 1d12 lightning damage to that creature.

At Higher Levels. When you cast this spell using a 2nd- or 3rd-level spell slot, the damage increases to 2d12 and the range increases to 30 feet. When you cast it using a 4th- or 5th-level spell slot, the damage increases to 3d12 and the range increases to 60 feet. When you cast it using a spell slot of 6th level or higher, the damage increases to 4d12 and the range increases to 120 feet.

Luminous Smite

2nd-level evocation

Classes: Paladin
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute
Replaces: *Branding Smite*

The next time you hit a creature with a melee weapon attack before this spell ends, the weapon flashes with otherworldly light, dealing 2d8 additional radiant damage. Until the spell ends, the target can't be invisible, isn't obscured by a *darkness* spell, and sheds dim light in a 5-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the extra damage increases by 1d8 for each slot level above 2nd.

Lunar Beam

2nd-level evocation

Classes: Druid
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a small pearl or quartz disc)
Duration: Concentration, up to 1 minute
Replaces: *Moonbeam*

You call down a beam of shimmering moonlight at a point within range. The beam takes the shape of a 5-foot radius, 40-foot high cylinder of dim light.

When a creature starts its turn in the beam or moves into the beam during its turn, it is seared by the pale light. It must make a Constitution saving throw, taking 2d10 radiant damage on a failure, or half as much on a success. A shapechanger or other creature susceptible to silver has disadvantage on this saving throw, takes an additional 1d10 damage on a failure, and cannot change its form while within the beam.

As an action on each of your subsequent turns, you can move the beam up to 60 feet in any direction within the spell's range.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Magic Fruit

1st-level transmutation

Classes: Druid, Ranger
Casting Time: 1 action
Range: Touch
Components: V, S, M (up to 10 pieces of freshly-picked fruit)
Duration: 24 hours
Replaces: *Goodberry*

You infuse the components used in the spell's casting with magic. The fruit gains minor healing properties for the duration. A creature can use its action to eat one fruit and restore 1 hit point. If a creature eats 10 infused fruits, the magic combines to provide enough nourishment to sustain a creature for one day.

Magic Net

1st-level abjuration

Classes: Druid, Ranger, Wizard
Casting Time: 1 minute
Range: 5 feet
Components: S, M (a length of wire, string, cord, or rope worth at least 5 sp, which the spell consumes)
Duration: 8 hours
Replaces: *Snare*

You construct a magical 5-foot radius, 10-foot high cylinder snare trap at a point on the ground within range. The trap is barely visible but can be detected with a successful Intelligence check against your spell save DC. If a creature detects the trap, it is immune to the spell. When a creature moves into the cylinder, it must succeed on a Dexterity saving throw or become restrained and be magically lifted 10 feet up into the air, where it hangs upside down. Huge or larger creatures automatically succeed. As an action, a creature can attempt to free itself by making a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC, ending the spell on a success.

Manipulate Earth

Transmutation cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Special
Replaces: *Mold Earth*

You mold earth you can see within range, causing it to twist and buckle to your command. Select one of the following effects:

- You can excavate a 5-foot cube of loose dirt or soil and move it along the ground to another unoccupied space within 5 feet.
- You can make minor alterations to dirt or stone, such as changing its color or carving small, simple shapes.
- You can turn a 5-foot square of earth or stone into difficult terrain for 1 hour. You can create up to three patches of difficult terrain this way; if you create additional patches, the first one you created returns to normal terrain.

Manipulate Fire

Transmutation cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round
Replaces: *Control Flames*

You control a fire you can see within range, causing it to bend to your command. Select one of the following effects:

- You can grant a creature of your choice within range resistance to fire damage until the start of your next turn.
- You can spark or spread fire in a 5-foot cube, as long as there is fuel that can be ignited within the area.
- You can douse fire within a 5-foot cube.
- You can adjust a flame's brightness (halving or doubling it), color (turning the flames to any color of your choice), or shape (forming simple shapes) within a 5-foot cube for 10 minutes.

Manipulate Water

Transmutation cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Special
Replaces: *Shape Water*

You shape water you can see within range, causing it to move at your command. Select one of the following effects:

- You can move or direct the flow of a 5-foot cube of water in a direction of your choice, but the water will revert back to its natural flow at the start of your next turn unless you concentrate on keeping it in place.
- You can mold the water into small shapes or simple animations. This change lasts for 1 minute.
- You can change the color or opacity of a 5-foot cube of water. This change lasts for 1 hour.
- You can freeze up to a 5-foot cube of unoccupied water or thaw up to a 5-foot cube of ice. The water unfreezes or refreezes naturally based on the environmental conditions (usually taking an hour or more to completely melt or freeze unless in extreme conditions).

Manipulate Wind

Transmutation cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: 1 round
Replaces: *Gust*

You create a small gust within range, causing the air to surge and swirl to your command. Select one of the following effects:

- The next ranged weapon attack against a creature of your choice within range has disadvantage.
- One Large or smaller creature of your choice within range must succeed on a Strength saving throw or be pushed 5 feet or knocked prone (your choice).
- You can increase the next jump made by a creature of your choice within range by 5 feet.
- You manipulate the wind in a minor way, such as pushing a light object up to 10 feet, rustling plants, slamming a door, or similar effects. These aren't powerful enough to move creatures or deal damage.

Martial Transformation

6th-level transmutation

Classes: Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a small statuette of a warrior)
Duration: 10 minutes
Replaces: *Tenser's Transformation*

You empower yourself with the physical prowess and battle knowledge of famous warriors. Until the spell ends, you can't cast spells or concentrate on them, and you gain the following benefits:

- You gain 50 temporary hit points for the duration.
- You have advantage on all weapon attacks, and when you hit a target with a weapon attack, it takes an extra 2d12 force damage.
- You have proficiency in all armor, shields, simple weapons, martial weapons, and with Strength and Constitution saving throws.
- You can attack twice, instead of once, when you take the Attack action on your turn, unless you already have a feature (such as Extra Attack) which gives you extra attacks.
- You can conjure and equip (as part of the action used to cast the spell) any armor and any simple or martial weapon of your choice. These items have no strength requirements and are magical in nature, but otherwise have the same properties as their nonmagical counterparts. The equipment vanishes when the spell ends.

Immediately after the spell ends, you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. You can end the spell as a bonus action.

Mass Freeze

5th-level transmutation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, 1 minute
Replaces: *Freezing Sphere*

You choose a point within range and cause all the warmth to vanish from its vicinity. Each creature in a 20-foot radius sphere centered on that point must make a Constitution saving throw. A target takes 4d8 cold damage on a failure, or half as much damage on a success.

If a creature fails the saving throw, it is frozen in place, locked down by sheets of ice. It takes 1d8 cold damage at the start of each of its turns, and is restrained. It may reattempt the saving throw at the end of each of its turns, ending the effect on a success.

Mind Link

8th-level enchantment

Classes: Wizard
Casting Time: 1 action
Range: Unlimited
Components: V, S, M (a piece of sea coral and a spiderweb)
Duration: 24 hours
Replaces: *Telepathy*

You form a mental connection with another creature. The target must make a Wisdom saving throw modified by its location and your familiarity. The target is aware of the contact and can choose to fail its saving throw.

Circumstances	Save Modifier
On a different plane	+10
Secondhand (you know of the target)	+5
Firsthand (you have met the target)	0
Familiar (you know the target well)	-5
Within sight or hearing	-5

On a failure, you and the target can communicate via the link, and the target recognizes you as a creature it is communicating with. Additionally, you can cast any divination or illusion spell of 4th level or lower that targets a creature on the creature you have linked to, regardless of the spell's range requirement, such as *detect thoughts* or *major image*, but the spell only affects that creature. Finally, you can use your action to use its senses instead of your own until the start of your next turn.

If you cast a spell in this manner, the target may repeat its saving throw against this spell at the end of each of its turns.

Minor Drain

1st-level necromancy

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Ray of Sickness* (in part)

You send a pulse of necrotic energy towards a target, sucking its life essence away. Make a ranged spell attack. On a hit, the target takes 3d6 necrotic damage, and you gain half the damage dealt as temporary hit points. These temporary hit points fade after 1 minute.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Misdirection

5th-level illusion

Classes: Bard, Warlock, Wizard
Casting Time: 1 action or 1 reaction which you take when you are hit by an attack
Range: Self
Components: S
Duration: Concentration, up to 10 minutes
Replaces: *Mislead*

As an action, or as a reaction when you are hit by an attack, you become invisible, hidden and create an illusory double of yourself in your space. The double can move at your speed, can gesture or speak as you choose, and mimics any action you take (your attacks or spells appear to originate from the double). The double has the same AC as you.

Any time a creature would damage the double, or perceives the double making an attack or casting a spell, it makes an Intelligence (Investigation) check against your spell save DC. If the check succeeds, it realizes the double is an illusion and you are no longer invisible to that creature.

As an action, you can use the double's senses instead of your own until you use your action to return to your normal senses, or until the spell ends. While you do so, you are blinded and deafened to your own surroundings.

Misfortune

2nd-level abjuration

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 reaction, which you take when a creature you can see within 60 feet succeeds with an attack roll, an ability check, or a saving throw
Range: 60 feet
Components: V
Duration: Instantaneous
Replaces: *Silvery Barbs* (in part)

You magically reshape causality for the triggering creature, negatively influencing its efforts. The triggering creature must reroll the d20 and use the lower roll.

Morph Earth

5th-level transmutation

Classes: Druid, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a handful of rice and water)
Duration: Until dispelled
Replaces: *Transmute Rock*

You transform up to a 40-foot cube of earth with one of the following effects:

Create Mud. Rock and dirt in the area becomes mud for the spell's duration. Creatures sink into the ground, and each foot that a creature moves costs 4 feet of movement. If a creature is on the ground when you cast the spell, moves into the area for the first time, or ends its turn there, it must make a Strength saving throw. On a failure, the creature is restrained. As an action, a restrained target or another creature within 5 feet can end the restrained condition.

Create Rock. An area of wet earth less than 10 feet deep becomes rock for the spell's duration. Any creature standing in the mixture when it hardens must make a Dexterity saving throw. On a success, a creature moves to an unoccupied space on the rock's surface. On a failure, a creature is restrained. As an action, a restrained target or another creature within 5 feet can end the restrained condition by succeeding on a Strength (Athletics) check against your spell save DC. The rock has AC 15 and 25 hit points and is immune to poison and psychic damage.

Muddy Servant

2nd-level transmutation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30 feet)
Components: V, S, M (a pinch of earth and a drop of water)
Duration: Concentration up to 1 minute
Replaces: *Maximilian's Earthen Grasp*

You take control of loose soil and rock and mold it into a small construct, creating a Medium mud golem which occupies a 5-foot space within range. The mud golem has AC 12 and 20 hit points. It can immediately grab at a Large or smaller creature within 5 feet, forcing the target to make a Strength saving throw. On a failure, the target becomes restrained and takes 2d6 bludgeoning damage.

As long as the mud golem is within 30 feet of you, you can mentally command it as an action. If it is restraining a target, you can command it to squeeze. The target makes a Strength saving throw, taking 2d6 bludgeoning damage on a failure, or half as much on a success. Alternatively, you can command the golem to dissolve and reform (with full hit points, even if it has been destroyed) anywhere within the spell's range and attempt to grab a creature within 5 feet. You can order the golem to let go of a creature at any time (no action required).

To break out, a restrained target can use its action to attempt a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success, it is no longer restrained.

Nature's Fury

5th-level evocation

Classes: Druid, Ranger
Casting Time: 1 action
Range: Self (60-foot radius)
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Wrath of Nature*

You summon the power of the natural world to assault your foes. For the duration of the spell, all terrain within 60 feet of you is difficult terrain except for creatures you specify. When you cast the spell and as a bonus action on your subsequent turns, you can create one of the following effects, targeting any point you can see within 60 feet of you.

- **Trees.** A tree erupts from the ground and reaches out to rake your enemies with its branches. Each creature of your choice within 10 feet must succeed on a Dexterity saving throw or take 6d6 slashing damage.
- **Roots.** Roots erupt from the ground, seizing creatures within a 10-foot radius. Each creature must make a Strength saving throw or become restrained. Any creature within 5 feet of a restrained creature can use an action to make a Strength (Athletics) check against your spell save DC, ending the effect on a success.
- **Rocks.** You conjure a boulder and hurl it at a creature. Make a ranged spell attack. On a hit, the target takes 6d10 bludgeoning damage and is knocked prone if it is Large or smaller.
- **Wind.** You summon a mighty gust. The gust takes the shape of a line 60 feet long and 20 feet wide, originating at a location you can see and traveling in a direction of your choice. All Large or smaller creatures within the area must succeed on a Strength saving throw or be swept 25 feet in the direction of the gust and knocked prone.

Nature's Protection

5th-level abjuration

Classes: Druid
Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Antilife Shell*

Your surrounding natural environment accommodates your movement while creating obstacles to protect you in a 10-foot radius. Until the spell ends, the aura moves with you, centered on you. The area within the aura provides three-quarters cover, and is difficult terrain for creatures other than you.

As a bonus action (or as a reaction to a creature entering the aura), you can cause the elements to powerfully surge away from you. Large or smaller creatures within the aura must make a Strength saving throw. On a success, a creature is pushed out of the aura's area to the nearest unoccupied space. On a failure, the creature also falls prone.

Necromantic Infusion

3rd-level necromancy

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, M (a handful of bone chips)
Duration: Instantaneous
Replaces: *Negative Energy Flood (in part)*

You open a conduit to a plane of death, infusing one creature you can see within range with a jolt of negative energy. A living target must make a Constitution saving throw, taking 5d8 necrotic damage on a failure or half as much on a success. An undead target gains 5d8 temporary hit points. While it has these temporary hit points, it has advantage on its attacks.

Necromantic Storm

5th-level necromancy

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, M (a piece of tattered black silk)
Duration: Instantaneous
Replaces: *Negative Energy Flood (in part)*

You tear a rift to a plane of death at a point within range, summoning forth a flood of negative energy. All non-undead creatures within 10 feet of the rift must make a Constitution saving throw, taking 6d8 necrotic damage on a failure or half as much on a success. If a creature is killed by this spell, the blast spreads, affecting a 10-foot radius around that creature as well. A creature cannot be damaged twice by the spell, and the spell ends after damaging 10 creatures.

If a humanoid dies from this spell, it rises as a zombie at the start of your next turn and attacks the closest living creature. The GM may either use the zombie statistics from the Basic Rules, or the zombie template as described in *reanimation*. At the GM's discretion, other creature types may rise as different undead.

At Higher Levels. When you cast this spell with a spell slot of 6th level or higher, the maximum number of creatures damaged increases by 2 for each slot level above 5th.

Necrotic Sphere

6th-level necromancy

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a lead nail)
Duration: Instantaneous
Replaces: *Circle of Death*

You send a pulse of necromantic power radiating outward in a 60-foot radius from a point you can see within range. The pulse rips the life force out of up to eight creatures, starting from the center of the area and moving outward (prioritizing targets with fewer hit points). Each affected creature must make a Constitution saving throw, taking 8d8 necrotic damage on a failure or half as much on a success.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the number of creatures affected increases by four for each slot level above 6th.

Oakenhide

2nd-level transmutation

Classes: Druid, Ranger
Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute
Replaces: *Barkskin*

You magically encase your body in a hard shell of bark. You gain 6 temporary hit points at the start of each of your turns, and while you have these temporary hit points, you can calculate your AC as 15 + your Dexterity modifier (maximum of +2).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, your AC increases by 1 for every two slot levels above 2nd. The temporary hit points increase by 3 for each slot level above 2nd.

Petrify

6th-level transmutation

- **Classes:** Druid, Sorcerer, Warlock, Wizard
- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a pinch of chalk, water, and dirt)
- **Duration:** Concentration, up to 3 rounds
- **Replaces:** *Flesh to Stone*

You attempt to petrify a creature that you can see within range. If the target's body is made of flesh, the creature must make a Constitution saving throw. If it fails its saving throw by 5 or more, the creature is instantly petrified; otherwise, a creature that fails the save begins to turn to stone and is restrained.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends; if it fails its save, it is petrified.

The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

If the creature is physically broken while petrified, it suffers from similar damage if it reverts to its original state.

Phantasm

2nd-level illusion

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small piece of lamb's wool)
Duration: Concentration, up to 1 minute
Replaces: *Phantasmal Force*

You plant a debilitating phantasm into the mind of a creature you can see within range. The target must succeed on a Wisdom saving throw or it believes the phantasm to be real and capable of hindering and harming it. When you cast the spell, select one of the following options:

- **Blinded.** Your phantasm blocks the target's sight, blinding it.
- **Restrained.** Your phantasm entangles the target, restraining it.
- **Terrified.** Your phantasm takes the form of the target's greatest fears, making it frightened.
- **Assailed.** Your phantasm is real enough to cause harm. The target takes 2d10 psychic damage at the start of each of its turns.

The target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

Phantasmal Horror

4th-level illusion

Classes: Bard, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Phantasmal Killer*

You select a creature you can see within range and create an illusion of its worst nightmares, which only it can see. At the start of each of the target's turns, it must make a Wisdom saving throw. On a failure, it takes 4d10 psychic damage and is frightened. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Phantasmal Nightmares

9th-level illusion

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Weird*

You create horrifying illusions in the minds of creatures you can see. Select any number of creatures within 30 feet of a point you can see within range. Each target must make a Wisdom saving throw or become frightened for the duration. While frightened in this way, at the start of a creature's turn, it takes 6d10 psychic damage and must roll 1d10, suffering an effect from the table below. Unless noted, effects last until the start of the creature's next turn.

d10	Effect
1	The creature believes itself dead and falls unconscious until it takes damage or is awoken as an action.
2-3	The creature is paralyzed with fear.
4-5	The creature is stunned.
6-7	The creature's speed is reduced to 0.
8-10	The creature screams uncontrollably and can make no other sounds.

A creature can repeat the saving throw at the end of each of its turns, ending the spell for itself on a success.

Poison Fang

Conjuration cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Poison Spray*

You conjure a spectral snake that bites down on one creature you can see within range. The target must succeed on a Constitution saving throw or take 1d12 poison damage and be poisoned until the start of its next turn.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Power Word Nap

3rd-level enchantment

Classes: Bard, Sorcerer, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V
Duration: Special
Replaces: *Catnap*

You command up to three willing prone creatures of your choice that you can see within range to sleep. The spell ends for a target if it wakes up, such as through damage or being shaken awake as an action. If a target remains unconscious for the full duration, that target gains the benefit of a short rest, and it can't benefit from this spell again until it finishes a long rest. The spell's duration is one-fifth the time normally required for a short rest (for example, 12 minutes for a one-hour rest).

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional willing creature for each slot level above 3rd.

Prismatic Bolt

1st-level evocation

Classes: Sorcerer
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous
Replaces: *Chaos Bolt*

You send a blast of chaotically shifting energy at one creature within range. Make a ranged spell attack. On a hit, the bolt deals 1d8 damage. The number rolled on the die determines the damage type, additional damage, and additional effects. If you roll more than 1d8 (for instance, on a critical hit or casting at a higher level), you may select which d8 determines the table result.

d8	Damage Type	Effect
1	Acid	The target takes 2d4 acid damage immediately, and 3d4 acid damage at the end of its next turn.
2	Cold	The target takes 2d8 cold damage and has its speed halved until the end of its next turn.
3	Fire	The target takes 3d6 fire damage.
4	Force	The target takes 3d4 force damage and is knocked prone if it is Large or smaller.
5	Lightning	The target takes 1d12 lightning damage and can't take reactions until the start of its next turn.
6	Poison	The target takes 1d12 poison damage and is poisoned until the end of its next turn.
7	Psychic	The target takes 2d8 psychic damage and is charmed by you until the end of its next turn.
8	Thunder	The target takes 2d8 thunder damage and is deafened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the initial damage roll increases by 1d8 for each slot level above 1st.

Psychic Skewer

2nd-level divination

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: S
Duration: Concentration, up to 1 minute
Replaces: *Mind Spike*

You pierce the mind of one creature you can see within range. The target must make an Intelligence saving throw, taking 3d8 psychic damage on a failure, or half as much damage on a success. On a failure, you psychically pin the target and link yourself to its mind. For the duration, you can use a bonus action to mentally twist the skewer, causing the creature to subtract 1d4 from the next saving throw it makes before the end of your next turn.

Additionally, you have perfect knowledge of the target's location as long as you are on the same plane of existence. The target can't be hidden from you and gains no benefit from the invisible condition against you. If you maintain concentration for the full duration, this knowledge persists 1 hour after the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Psychokinesis

5th-level transmutation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Telekinesis*

You attempt to mentally manipulate a creature or object you can see within range. Choose one of the following effects:

- **Creature.** You attempt to move a Huge or smaller creature, including yourself. The creature must make a Strength saving throw. A creature can willingly fail this save. On a failure, you move the creature up to 30 feet in any direction within the spell's range, and you may restrain the creature until the end of your next turn.
- **Object.** You attempt to move an object that weighs up to 1,000 pounds and can exert fine control on it. If the object isn't being worn or carried, you move it up to 30 feet in any direction within the spell's range. If the object is worn or carried by a creature, the creature must make a Strength saving throw. On a failure, you pull the object away from that creature and can move it up to 30 feet in any direction within the spell's range.

A creature or object moved into mid-air will hover until the end of your next turn.

On each of your turns after you cast this spell, you can use an action to attempt to continue the effect (with the target repeating the saving throw) or choose a new target. You can only affect one object or creature at a time.

Rain of Fire

7th-level evocation

Classes: Cleric, Druid, Sorcerer
Casting Time: 1 action
Range: Self (120 feet)
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Fire Storm*

You create a whirling storm of fire in the air, calling down destruction upon your enemies. The firestorm appears at a height of your choice between 20 and 300 feet above you, centered above your current location.

When you cast the spell, and as a bonus action on subsequent turns, you can call down a 5-foot radius cylinder of fire at five points you can see within 120 feet. Creatures within an area must make a Dexterity saving throw, taking 8d6 fire damage on a failure or half as much on a success. A creature in more than one area is affected only once. The fire ignites flammable objects that aren't being worn or carried.

Reanimation

3rd-level necromancy

Classes: Cleric, Wizard
Casting Time: 1 minute
Range: 10 feet
Components: V, S
Duration: 24 hours
Replaces: *Animate Dead*

You channel necromantic energy to raise a corpse as an undead servant. Choose a pile of bones or corpse within range, which belonged in life to a humanoid of challenge rating 2 or lower. The target is raised as a skeleton or zombie, respectively, applying the Skeleton or Zombie template to its former stat block.

On each of your turns, you can use a bonus action to mentally command any or all minions you have created through this spell within 60 feet. You select an action for each creature and where it will move. If you issue no command, the creature moves to attack any creatures hostile to it or takes the Dodge action if it cannot detect any.

The creature is under your control for 24 hours, after which it becomes hostile to you and all living things. You can control a number of minions up to your proficiency bonus through this spell, but their combined challenge rating cannot exceed 3, and you must wait 24 hours after creating one before you can create another. If you cast the spell while you have any controlled reanimated servants, you may renew the duration of their control rather than creating a new one.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the target's maximum challenge rating and the combined maximum challenge rating of your minions both increase by 1 for each slot level above 3rd. When you cast this spell using a spell slot of a 4th level or higher, you can also reanimate beast corpses. If you use a slot of 5th level or higher, you can reanimate giant or monstrosity corpses.

Reanimation, Greater

6th-level necromancy

Classes: Cleric, Wizard
Casting Time: 1 minute
Range: 30 feet
Components: V, S
Duration: 24 hours
Replaces: *Create Undead*

You summon a mighty surge of necromantic power to revive the dead as undead servants. Choose a number of bone piles or corpses within range up to your proficiency bonus, which belonged in life to a creature of challenge rating 6 or lower. Each target is raised as a skeleton, zombie, or ghoul, applying the appropriate template to its former stat block.

On each of your turns, you can use a bonus action to mentally command any or all minions you created through this spell within 60 feet. You select an action for each creature and where it will move. If you issue no command, the creature moves to attack any creatures hostile to it or takes the Dodge action if it cannot detect any.

The targets are under your control for 24 hours, after which they become hostile to you and all living things. You can control a number of minions up to your proficiency bonus through this spell, but their combined challenge rating cannot exceed 10. You can cast this spell without any targets to renew the duration of control on all your current minions, as well as any created through *reanimation*. Minions created through *reanimation* also count towards the challenge rating limit of 10.

At Higher Levels. When you cast this spell using a spell slot of 7th level, its duration increases to 1 week. If you cast this spell using a spell slot of 8th level or higher, its duration is permanent.

Skeleton Template

When reanimated as a skeleton, a creature receives the following modifications:

- Its type becomes Undead.
- Its Strength becomes 10 if it was lower.
- Its Dexterity becomes 14 if it was lower.
- Its Constitution becomes 15, Its Intelligence becomes 6, its Wisdom becomes 8, and its Charisma becomes 5.
- It gains vulnerability to bludgeoning damage, immunity to poison damage, and immunity to the exhaustion and poisoned conditions.
- It has 60-foot darkvision.
- Its hit points become 13 if they were lower than 13.
- Its challenge rating becomes 1/4 if it was lower than 1/4.

A reanimated creature retains its weapon and armor proficiencies and any damage resistances or immunities. It loses all languages, but can understand its creator's speech. It retains any natural weapon attacks. Other features are generally lost, but may be retained at your GM's discretion.

Zombie Template

When reanimated as a zombie, a creature receives the following modifications:

- Its type becomes Undead.
- Its Strength becomes 13 if it was lower.
- Its Dexterity becomes 6 if it was higher.
- Its Constitution becomes 16, Its Intelligence becomes 3, its Wisdom becomes 6, and its Charisma becomes 5.
- Its speed is reduced by 10 feet.
- It gains immunity to poison damage, and immunity to the poisoned condition.
- It has 60-foot darkvision.
- Its hit points become 22 if they were lower than 22.
- Its challenge rating becomes 1/4 if it was lower than 1/4.
- It gains the trait: **Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

A reanimated creature retains its weapon and armor proficiencies and any damage resistances or immunities. It loses all languages, but can understand its creator's speech. It retains any natural weapon attacks. Other features are generally lost, but may be retained at your GM's discretion.

Ghoul Template

When reanimated as a ghoul, a creature receives the following modifications:

- Its type becomes Undead.
- Its Strength becomes 13 if it was lower.
- Its Dexterity becomes 15 if it was lower.
- Its Constitution becomes 10, Its Intelligence becomes 7, its Wisdom becomes 10, and its Charisma becomes 6.
- It gains immunity to poison damage, and immunity to the charmed, exhaustion, and poisoned conditions.
- It has 60-foot darkvision.
- Its hit points become 22 if they were lower than 22.
- Its challenge rating becomes 1 if it was lower than 1.
- It gains a bite attack, which deals 2d6 damage on a hit.
- It gains a claw attack, which deals 2d4 damage on a hit and can use its Dexterity modifier in place of Strength. Additionally, once on each of its turns when it hits with this attack, it can force the target to make a DC 10 Constitution saving throw or be paralyzed for one minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Elves and the undead are immune to this effect.

A reanimated creature retains its weapon and armor proficiencies and any damage resistances or immunities. It loses all languages, but can understand its creator's speech. It retains any natural weapon attacks. Other features are generally lost, but may be retained at your GM's discretion.

> Note that if applied to commoners or other minimal-threat humanoids, these will produce ordinary skeletons, zombies, and ghouls.

Rejuvenation

7th-level transmutation

Classes: Bard, Cleric, Druid
Casting Time: 1 action
Range: Touch
Components: V, S, M (a lizard's tail)
Duration: 10 minutes
Replaces: *Regenerate*

You touch a creature and imbue it with miraculous life, causing its flesh to knit back together and repair itself. For the duration of the spell, the target gains 10 hit points at the start of each of its turns. If you reach your hit point maximum while affected by this spell, then scars are healed, missing limbs or digits regrow, and permanent wounds are fully mended.

The spell ends early if the target takes a single instance of fire or acid damage equal to or greater than twice your level.

Riptide

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You conjure a sudden wave in a 20-foot square on the ground or in a body of water which you can see within range. Each creature in the area must make a Strength saving throw. On a failure, it takes 4d8 bludgeoning damage and a Huge or smaller creature is knocked prone. On a success, it takes half as much damage and is not knocked prone. All creatures failing the save are moved 15 feet in a direction of your choice.

At Higher Levels. When you cast this spell with a spell slot of 4th level or higher, the damage increases by 1d8 and the distance moved on a failed save increases by 5 feet for each slot level above 3rd.

Rot

4th-level necromancy

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Blight*

You infuse a creature with a powerful burst of necrotic power, causing its flesh to blacken and fall away. The target must make a Constitution saving throw. On a failure, the target takes 9d8 necrotic damage and has disadvantage on attack rolls and ability checks until the end of your next turn. On a success, it takes half as much damage and suffers no other effects.

Constructs and undead automatically succeed on this saving throw, while plants have disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Sacred Circle

5th-level abjuration

Classes: Cleric, Paladin
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of turquoise mounted in silver)
Duration: Concentration, up to 10 minutes
Replaces: *Dispel Evil and Good*

You create a 60-foot radius, 120-foot tall cylinder of resonating planar energy centered on a point on the ground that you can see within range. Until the spell ends, aberrations, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against three creatures of your choice within the cylinder.

As an action, you may remove any charm, fear, or possession effects caused by creatures of those types from a creature of your choice within the cylinder.

Additionally, you can choose whether to allow or block teleportation, interplanar travel, or creatures being summoned within the cylinder.

Sacred Strikes

1st-level evocation

Classes: Paladin
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes
Replaces: *Divine Favor*

You ask for a divine blessing on your weapon, empowering it against your foes. For the duration, your weapon attacks deal an extra 1d6 radiant damage.

Safekeeping

7th-level transmutation

Classes: Wizard
Casting Time: 1 action
Range: Touch
Components: V, S, M (a thread of flax covered with powder from precious gems worth at least 1000 gp per target, which the spell consumes)
Duration: Until dispelled
Replaces: *Sequester*

You touch up to 8 willing creatures or objects, hiding each target for the duration. You can turn each target invisible or into an object of the same size, such as a statue or full-length portrait.

Divination spells can't locate or perceive the target. A creature is incapacitated and doesn't age or need to breathe, eat, or drink. The spell ends on a target if it takes any damage.

You can also define a condition for the spell to end early (your GM must approve the condition).

Scintillant Blast

7th-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S
Duration: Instantaneous
Replaces: *Prismatic Spray*

You send a shimmering wave of force outward, striking each creature within a 60-foot cone with a random blast of magic. Roll 1d8 on the table below for each target struck by the blast. That creature must make a Dexterity saving throw, suffering the effects below on a failure or half the initial damage and no additional effects on a success.

d8	Damage Type	Effect
1	Acid	The target takes 12d4 acid damage and another 12d4 acid damage at the end of its next turn.
2	Cold	The target takes 9d8 cold damage and is restrained until the end of its next turn.
3	Fire	The target takes 14d6 fire damage.
4	Lightning	The target takes 6d12 lightning damage, and until the end of its next turn, cannot take reactions and has disadvantage on Dexterity saving throws.
5	Poison	The target takes 6d12 poison damage and is poisoned until the end of its next turn.
6	Psychic	The target takes 9d8 psychic damage and is stunned until the end of its next turn.
7	Thunder	The target takes 9d8 thunder damage, is knocked backwards 30 feet, and falls prone.
8	Multiple	The target is struck by multiple blasts. Roll twice more, rerolling any 8's.

Seal Away

8th-level abjuration

Classes: Warlock, Wizard
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a sculpted or painted likeness of the target, and black emeralds worth at least 200 gp per Hit Die of the target)
Duration: Permanent
Replaces: *Imprisonment*

You prepare a magical prison, trapping a creature you can see within range for eternity. The target must succeed on a Wisdom saving throw or be imprisoned. On a success, it is immune to this spell for 1 year. While imprisoned in this way, the target does not age, does not need to eat, breathe, or drink, and cannot be found by any divination magic. You select the form of the prison when you cast the spell. Common options would be a sealed demiplane, miniaturized within a gemstone, or trapped in a cavity deep below the ground.

When you cast the spell, you must specify the condition by which the target can be freed. The condition can be as elaborate or as specific as you desire, but it must be reasonable and possible (your GM must approve the condition). The condition can involve a creature's name, identity, or characteristics, but not game concepts such as level, class, or hit points. *Dispel magic* cannot free the target. If the condition comes to pass, the target is instantly freed.

Secret Missive

1st-level illusion (ritual)

Classes: Bard, Warlock, Wizard
Casting Time: 1 minute
Range: Touch
Components: S, M (magical ink worth at least 10 gp, which the spell consumes)
Duration: Special
Replaces: *Illusory Script*

You pen a secret message on a parchment, paper, or other writing material. When you write the message, choose a password or passphrase; when a creature speaks this code while holding the parchment, the secret message appears for 10 minutes before fading again. Alternatively, you can specify a creature. The message automatically appears when it holds the parchment. You can write any other text on the parchment, which becomes invisible anytime the secret message is displayed. When the spell ends, the secret message disappears forever.

Creatures with truesight can see the secret message. A *dispel magic* cast on the parchment ends the spell without revealing the secret message.

The spell's duration is related to the quality of ink used. Magical ink worth 10 gp gives it a duration of 10 days. More expensive ink lasts an additional day for each 1 gp spent; if 100 gp worth of magical ink is used, the duration becomes permanent.

Shape Winds

5th-level transmutation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Control Winds*

You seize control of the air in a cube up to 300 feet on a side you can see within range, bending it to your will. Choose one of the following effects. The effect persists until the spell ends, or until you use your action to pause it or change it to a different effect. You can resume a paused effect as an action.

Gale. A steady wind blows in a horizontal direction of your choice. Every foot of movement against the wind costs 2 extra feet, and ranged attacks made against the wind automatically miss. Creatures moving with the wind can move 1 extra foot for each foot of movement spent. When a creature or projectile moves within the area, you can use your reaction to change the wind's direction. As a bonus action, you can create a gust. All creatures within the area must succeed on a Strength saving throw or be pushed 30 feet in the wind's direction.

Turbulence. You whip the wind into a chaotic vortex. Ranged attacks passing through the wind are made with disadvantage. Any creature that flies into the wind's area, starts its turn flying there, or takes flight there has its flying speed halved, and must succeed on a Strength saving throw or be knocked prone.

Thermal Column. You direct the wind to blow upwards. All creatures suffering fall damage within the wind can reduce that damage by five times your spellcasting ability modifier. When a creature within the wind makes a vertical jump, its jump height is tripled.

Shatter Mind

8th-level transmutation

Classes: Bard, Druid, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Replaces: *Feeblemind*

You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw.

On a failure, the creature's Intelligence and Charisma scores become 1. It can only take the most instinctive actions, such as fighting with unarmed strikes or natural weapons, or running away in a straight line. It can't cast spells, activate magic items, understand language, use weapons or tools, or communicate in any way. It can understand when another creature means it harm.

After one day has passed, a creature can repeat its saving throw, ending the spell on a success. Each time it fails the saving throw, it adds one additional day onto the time interval before it can repeat its save.

The spell can also be ended by *greater restoration*, *heal*, or *wish*.

Siphon Life

3rd-level necromancy

Classes: Cleric, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Instantaneous
Replaces: *Life Transference*

You gesture at two creatures within range, redirecting the life force from one to heal another within range. One creature of your choice within 30 feet of you that you can see must make a Constitution saving throw. On a failure, the target loses 4d8 hit points, which can't be reduced in any way, and another creature of your choice that you can see within 30 feet of your target regains an equivalent number of hit points. A creature can willingly fail this save.

The spell has no effect on constructs or the undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Sky Omen

6th-level illusion

Classes: Bard, Druid, Wizard
Casting Time: 1 action
Range: Sight
Components: V, S
Duration: Concentration, up to 1 hour
Replaces: *Skywrite*

You create a gigantic stationary symbol in a part of the sky you can see. You control the appearance of this omen, which displays animations up to 10 minutes in length. The image is visible for a radius of 1 mile. It is obviously unnatural and cannot be mistaken for a real object.

The first time a creature sees the omen, it must make a Wisdom saving throw. A creature can choose to fail its saving throw if it interprets the omen positively. On a failure, it suffers one of the following effects (or another appropriate effect upon its confidence or morale, as determined by the GM). At the end of every day, a creature can repeat its saving throw against this spell.

Terror	A creature failing the save is frightened of the omen.
Awe	A creature failing the save is charmed and will not willingly move anywhere it cannot see the omen.
Courage	A creature has advantage on saving throws against fear and charm effects while it can see the omen.

At Higher Levels. If you cast this spell using a 7th-level spell slot, the radius is 6 miles and the duration is concentration, up to 8 hours. If you use an 8th-level spell slot, the radius is 12 miles and the duration is concentration, up to 24 hours. If you use a 9th-level spell slot, the radius is 18 miles, the spell no longer requires concentration, and it lasts until dispelled.

Sonic Rift

3rd-level conjuration

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S
Duration: Instantaneous
Replaces: *Thunder Step*

You create and step through a brief dimensional rift, teleporting to an unoccupied space you can see within range. You can bring your possessions and any objects you can carry. You may also bring one willing creature your size or smaller, who must be standing 5 feet from where you cast the spell and appears within 5 feet of your destination. If there is not enough space at the destination, it is left behind.

After you teleport, the rift closes and emits a sonic shockwave. Choose either your starting or ending space. All creatures within 10 feet of that space except you and any creature you brought with you must make a Constitution saving throw, taking 4d8 thunder damage on a failure or half as much damage on a success. The shockwave is audible out to 300 feet.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Soul Transfer

7th-level necromancy

Classes: Wizard
Casting Time: 1 minute
Range: Self
Components: V, S, M (a tiny ornate container worth at least 500 gp)
Duration: Until dispelled
Replaces: *Magic Jar*

Your body falls unconscious as your soul enters the spell's material component. You perceive from the component using your senses, but can't move or use reactions. You can only use your action to project your soul up to 100 feet, either to return to your living body (ending the spell) or to try to possess a humanoid's body that you can see. Creatures warded by a *protection from evil and good* or *circle of protection* spell can't be possessed.

The target must make a Charisma saving throw. On a failure, its soul is trapped in the component, and you take control of its body. You use its physical statistics and features, but retain your alignment and mental ability scores, and your GM determines which mental features you may use. You can use your action to return to the component if it is within 100 feet, returning the target creature's soul to its body. If the target succeeds at its Charisma saving throw, you can't attempt to possess it again for 24 hours.

The possessed creature can perceive from the component using its senses and can repeat its saving throw as an action after every hour. It can take no other actions. On a success, the target returns to its body and you return to the component if it is within 100 feet; otherwise, you die.

If the target's body dies while you possess it, the creature dies, and you must make a Charisma saving throw against your spellcasting DC. On a success, you return to the component if it is within 100 feet; otherwise, you die.

If the spell ends or the container is destroyed, each affected soul attempts to return to its body if it is alive and within 100 feet; otherwise, it dies. Only a *wish* spell can prevent this death.

When the spell ends, the container is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the possessed creature can repeat its saving throw once per day. When you cast this spell using a spell slot of 9th level, the possessed creature can repeat its saving throw once per year.

Sparking Shot

3rd-level transmutation

Classes: Ranger
Casting Time: 1 bonus action
Range: Touch
Components: V, S, M (a piece of ammunition or weapon worth at least 1 cp)
Duration: 1 round
Replaces: *Lightning Arrow*

You imbue a piece of ammunition or weapon with crackling electricity. When you make an attack with the piece of ammunition or weapon, it creates arcs of lightning from the attack's target. The target and two creatures of your choice within 15 feet must make a Dexterity saving throw, taking 3d12 lightning damage on a failure or half as much on a success. If the attack hits, the target automatically fails this saving throw.

The piece of ammunition or weapon then reverts to normal.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

Speak with Nature

1st-level divination (ritual)

Classes: Bard, Druid, Ranger
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes
Replaces: *Speak with Animals* and *Speak with Plants*

You can verbally communicate with beasts for the duration. This allows beasts to answer questions you pose; at minimum, a beast can inform you about whatever it can perceive or has perceived within the past day, including nearby locations and monsters.

The knowledge, awareness, and personality of a beast is limited by its intelligence, but you may deceive, intimidate, persuade, or otherwise influence a beast at the GM's discretion. A creature is under no compulsion to answer (or answer truthfully) if you are hostile to it, or it recognizes you as an enemy.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you imbue plants with limited sentience, allowing you to communicate with them like beasts. When you cast this spell using a spell slot of 3rd level or higher, you imbue plants with limited animation, allowing them to freely move branches, tendrils, and stalks. You can command plants to release a restrained creature, to turn ordinary terrain into difficult terrain (or the opposite), or to perform other tasks at the GM's discretion.

Spectral Champion

3rd-level necromancy

Classes: Cleric, Paladin, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Spirit Shroud*

You summon a large, ghostly entity which envelops you, aiding your attacks and making its own, striking down your foes. The entity is incorporeal and invulnerable. Choose a damage type when you cast this spell: cold, necrotic, or radiant. All damage dealt by this spell is of that type.

For the duration of the spell, your weapons are wreathed in ethereal light, dealing 1d4 extra damage on every hit. Any creature that takes this damage can't regain hit points until the start of your next turn. In addition, when you cast this spell and as a bonus action on subsequent turns, you can command the entity to make a melee spell attack against one target within 10 feet. On a hit, the target takes 2d8 damage and must succeed on a Wisdom saving throw or have its speed reduced to 0 until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage dealt by the entity's attacks increases by 1d8 for each slot level above 3rd.

Spell Glyph

3rd-level abjuration

Classes: Bard, Cleric, Wizard
Casting Time: 10 minutes
Range: Touch
Components: V, S, M (silver powder worth at least 100 gp, which the spell consumes)
Duration: Until dispelled or triggered
Replaces: *Glyph of Warding*

When you cast this spell, you mark a fixed surface with an arcane inscription, occupying a 5-foot diameter circle. When a creature enters the glyph's space or otherwise disturbs it, the glyph triggers.

You can refine the trigger by specifying or exempting creatures or creature types, or by specifying a password a creature can speak as a reaction to prevent the glyph from triggering.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC to be found. A creature has advantage on this check if it is able to perceive magical effects, such as by casting *detect magic*. If a creature uses its action to destroy the glyph, or the surface is destroyed, the spell ends without triggering.

As part of the casting, you must cast another prepared spell of 3rd level or lower, storing it in the glyph. The spell must have a casting time of 1 action and must be able to target a creature other than the caster. When the glyph triggers, it releases the stored spell, targeting the triggering creature. If the spell targets an area or summons creatures, the effect is centered on the triggering creature. A spell requiring concentration lasts for its full duration. A triggered glyph glows brightly for the stored spell's full duration. If a creature uses its action to destroy the triggered glyph, or the surface is destroyed, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the stored spell's maximum level increases by 1 and the material component cost increases by 50 gp for each slot level above 3rd.

Spirit Remnant

3rd-level necromancy

Classes: Bard, Cleric
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (a small heart-shaped piece of wood)
Duration: 10 minutes
Replaces: *Speak With Dead*

You perform a rite over a corpse you can see within range, summoning a vestige of its spirit and compelling it to answer questions. It must have a mouth or other means of speaking, can't be undead, and can't have been the target of this spell within the past 10 days.

Until the spell ends, the corpse will answer up to five questions using the knowledge it possessed before its death. Its responses are typically brief, cryptic, or puzzling, but it will not lie or refuse to answer.

Spreadshot

3rd-level conjuration

Classes: Ranger
Casting Time: 1 action
Range: Self (60-foot cone)
Components: V, S, M (a nonmagical thrown weapon or nonmagical piece of ammunition)
Duration: Instantaneous
Replaces: *Conjure Barrage*

You touch the component used in the spell's casting, multiplying the projectiles in a 60-foot cone. Make a single ranged attack roll with the weapon. Each target in the cone takes 4d8 damage on a hit, or half as much damage on a miss. The damage type is the same as that of the weapon or ammunition used as a component.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

Stinging Insects

Conjuration cantrip

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (six sugar crystals)
Duration: Instantaneous
Replaces: *Infestation*

You cause a cloud of biting, stinging insects to appear near one creature you can see within range. The target must make a Constitution saving throw. On failure, it takes 1d4 piercing damage and 1d4 poison damage and moves 5 feet in a direction of your choice. The creature doesn't move into obviously dangerous ground, such as a fire or a pit.

The spell's damage increases by 1d4 when you reach 5th level (2d4+2d4), 11th level (3d4+3d4), and 17th level (4d4+4d4).

Stone Pact

3rd-level transmutation

Classes: Cleric, Druid
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 hour
Replaces: *Meld Into Stone*

You lay your hand on an outcropping of rock or a stone wall and speak to the stone, coaxing it to grant a mighty boon. Choose one of the following options:

- **Stone Meld.** You and up to 7 other Large or smaller creatures you choose are able to meld with the stone. Until the end of your next round, each willing creature can touch a 5-foot area of the stone and be absorbed into it. While absorbed, a creature cannot see or hear anything, but has tremorsense within 30 feet. A creature may exit the stone voluntarily as an action, or be ejected if the stone is destroyed or the spell ends.
- **Stone Armor.** The stone joins with you, covering your body in a rocky exterior. You gain 10 temporary hit points and have resistance to nonmagical damage as long as you have these temporary hit points.
- **Stone Step.** Your feet blend into the stone. You gain tremorsense within 30 feet, and as long as you are standing on the ground, you are immune to the prone condition or to being moved against your will.

Stormcloud

4th-level evocation

- **Classes:** Sorcerer, Wizard
- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute
- **Replaces:** *Storm Sphere*

You create a 20-foot radius cylinder of crackling storms, up to 100 feet high, centered on a point you choose within range. At the start of each of your turns, you can choose to move the cylinder up to 10 feet in a direction of your choice. The cylinder spreads around corners, and its area is difficult terrain. The area is lightly obscured, and creatures inside are deafened.

As a bonus action on each of your turns, you can direct a lightning strike from the cylinder at one creature of your choice within 60 feet of the center. Make a ranged spell attack, with advantage on the attack roll if the target is within the cylinder. On a hit, the target takes 2d12 lightning damage.

After this lightning strike, each creature in the area must make a Constitution saving throw. A creature takes 4d8 thunder damage on a failure, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the thunder damage increases by 1d8 and the lightning damage increases by 1d12 for every two slot levels above 4th.

Stream of Flame

2nd-level evocation

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: Self (30-foot line)
Components: V, S, M (a drop of oil)
Duration: Instantaneous
Replaces *Aganazzar's Scorcher*

A gout of flame projects from your hand in a direction you choose. Each creature in a 30-foot long, 5-foot wide line must make a Dexterity saving throw. A creature takes 4d8 fire damage on a failure, or half as much damage on a success. The flames ignite any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 and the length of the line increases by 5 feet for each slot level above 2nd.

Summon Animal Spirit

2nd-level conjuration

Classes: Druid, Ranger
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a set of fine animal statuettes worth at least 200 gp)
Duration: Concentration, up to 1 hour
Replaces: *Summon Beast*

You gather energy from the nature around you and sculpt it into a powerful spirit animal, appearing in an unoccupied space you can see within range. It uses the Animal Spirit stat block, and you select either the Earth, Sea, or Sky option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, certain values increase in its stat block.

Animal Spirit

Medium Beast

Armor Class 12 + the level of the spell (natural armor)
Hit Points 15 (Sky) or 25 (Earth & Sea) + 5 for each spell level above 2nd
Speed (Earth) 30 ft., climb 30 ft.
Speed (Sea) 10 ft., swim 30 ft.
Speed (Sky) 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	4 (-3)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages understands the languages you speak
Proficiency Bonus equals your bonus

Flyby (Sky Only). The animal doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Pack Tactics (Earth Only). The animal has advantage on attacks against enemies within 5 feet of an ally who isn't incapacitated.

Blood in the Water (Sea Only). The animal has advantage on attacks against enemies below their maximum hit points.

Water Breathing (Sea Only). The animal can breathe underwater.

Actions

Multiattack. The animal makes a number of attacks equal to half this spell's level (rounded down).

Maul (Earth and Sea Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit*: 1d6 + 3 + the spell's level piercing damage.

Talons (Sky Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit*: 1d4 + 1 + the spell's level slashing damage.

Golem Spirit

Medium Construct

Armor Class 11 + the level of the spell (natural armor, Flesh) or 13 + the level of the spell (natural armor, Iron & Stone)
Hit Points 50 + 15 for each spell level above 4th (Flesh) or 35 + 10 for each spell level above 4th (Iron & Stone)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (0)	16 (+3)	6 (-2)	10 (0)	10 (0)

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Damage Immunities (Flesh Only) lightning
Damage Immunities (Iron Only) fire
Senses passive Perception 10
Languages understands the languages you speak
Proficiency Bonus equals your bonus

Dissolving Rage (Flesh Only). When the golem starts its turn below half its maximum hit points, it goes berserk. It gains advantage on all its attacks, but loses 5 hit points at the end of its turn if it does not attack anything.

Slowing Smash (Stone Only). Once per turn when the golem hits a creature with an attack, it can force the target to make a Wisdom saving throw against your spell save DC. On a failure, the target's speed is halved and it can't take reactions until the end of its next turn.

Actions

Multiattack. The golem makes a number of attacks equal to half this spell's level (rounded down). Only one can be a Poisonous Gas attack, if available.

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit*: 1d8 + 4 + the spell's level bludgeoning damage.

Poisonous Gas (Iron Only). All other creatures within 5 feet must make a Constitution saving throw against your spell save DC. On a failure, a creature takes 1d12 + the spell's level poison damage and is poisoned until the end of its next turn.

Summon Golem

4th-level conjuration

Classes: Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a stone or iron statuette worth at least 400 gp)
Duration: Concentration, up to 1 hour
Replaces: *Summon Construct*

You conjure raw materials and sculpt them into a construct, appearing in an unoccupied space you can see within range. It uses the Golem Spirit stat block, and you select either the Flesh, Stone, or Iron option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, it shares your initiative count, and takes its turn immediately after yours. It obeys your verbal commands. If you don't issue any command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, certain values increase in its stat block.

Summon Grave Spirit

3rd-level necromancy

Classes: Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a jeweled skull statuette worth at least 300 gp)
Duration: Concentration, up to 1 hour
Replaces: *Summon Undead*

You summon an undead creature which manifests in an unoccupied space that you can see within range. It uses the Grave Spirit stat block, and you select the Ethereal, Ghoulish, or Bone option when you cast the spell. The creature disappears when it drops to 0 hit points or when the spell ends.

The creature is an ally to you and your companions. In combat, the creature shares your initiative count, and it takes its turn immediately after yours. It obeys your verbal commands. If you don't issue a command, it takes the Dodge action and moves only to avoid hazards.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, certain values increase in its stat block.

Grave Spirit

Medium Undead

Armor Class 10 + the level of the spell (natural armor)
Hit Points 15 (Ethereal) or 25 (Ghoulish & Bone) + 10 for each spell level above 3rd
Speed (Ghoulish & Bone) 30 ft.
Speed (Ethereal) 20 ft. fly

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages you speak
Proficiency Bonus equals your bonus

Ghostly Movement (Ethereal Only). The spirit can move through creatures and objects as if they were difficult terrain. If it ends its turn inside an object, it appears in the nearest unoccupied space and takes 1d10 force damage for every 5 feet traveled.

Terrifying Grasp (Ethereal Only). Once on its turn when it hits an enemy with a melee attack, the spirit can force the target to make a Wisdom saving throw against your spell save DC or become frightened until the end of its next turn.

Revive From Bones (Bone Only). When reduced to 0 hp by anything other than a critical hit or bludgeoning, force, or radiant damage, the spirit leaves its bones behind rather than disappearing. As a bonus action, you can revive it at 1 hit point.

Actions

Multiattack. The spirit makes a number of attacks equal to half this spell's level (rounded down).

Deathly Chill (Ethereal Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 2 + the spell's level necrotic damage.

Bone Arrow (Bone Only). *Ranged Weapon Attack:* your spell attack modifier to hit, range 80/320, one target. *Hit:* 1d6 + 2 + the spell's level piercing damage.

Vile Claws (Ghoulish Only). *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + the spell's level slashing damage. The target must make a Constitution saving throw against your spell save DC or become poisoned until the end of its next turn. If the target is already poisoned, it is paralyzed instead.

Symbol of Resilience

3rd-level abjuration

Classes: Cleric
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Beacon of Hope*

You create a tiny symbol above you, which radiates hope in a 30-foot radius until the spell ends. The symbol can take whatever form you choose, such as that of your deity. As a bonus action on your turn, you can move the symbol up to 30 feet.

Each non-hostile, living creature in the symbol's radius (including you) has advantage on Wisdom saving throws, adds your spellcasting ability modifier to its death saving throws (treating rolls equal to or above 20 as a natural 20), and regains the maximum number of hit points possible from any healing.

The first time a non-hostile, living creature starts its turn in the symbol's radius, it can use a bonus action to expend one Hit Die to regain hit points as if it had taken a short rest. If the creature had fewer hit points than half its hit point maximum, it also gains an equivalent number of temporary hit points until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, a creature can spend one additional Hit Die as a bonus action for each slot level above 3rd.

Synaptic Shockwave

9th-level enchantment

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (60-foot cone)
Components: S
Duration: Instantaneous
Replaces: *Psychic Scream*

You send a roiling wave of psionic energy outward in a 60-foot cone of psionic power, creating psychic storms in the brains of affected creatures. All creatures in the area must make an Intelligence saving throw. On a failure, a creature takes 10d8 psychic damage and is stunned. On a success, it suffers half as much damage and no other effects.

At the end of each of a stunned creature's turns, it rolls 1d6. Its Intelligence score is reduced by an amount equal to the roll. The creature then repeats the saving throw using its original intelligence score, gaining a bonus to the roll equal to the total amount its Intelligence score has been reduced. On a success, it is no longer stunned. If a creature's Intelligence is reduced to 0, it dies.

A creature regains 1 point of lost Intelligence after finishing a long rest. The *heal*, *mass heal*, *regenerate*, and *wish* spells can instantly restore all lost Intelligence. *Greater restoration* can restore 1d6 points of lost Intelligence.

Synaptic Spear

4th-level enchantment

Classes: Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round
Replaces: *Raulothim's Psychic Lance*

You send a spear of psychic energy at a creature within range. The target must make an Intelligence saving throw. On a failure, it takes 6d8 psychic damage and is blinded and deafened until the end of your next turn. On a success, it takes half as much damage and suffers no other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Tempest

9th-level conjuration

Classes: Druid
Casting Time: 1 action
Range: 400 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Storm of Vengeance*

You create a swirling storm cloud, centered on a point you can see and covering a cylinder with a 60-foot radius and a height up to 2,000 feet. Each creature starting its turn below the cloud must succeed on a Constitution saving throw or take 4d8 thunder damage and be deafened until the start of its next turn.

As long as you maintain concentration on the spell, you can use your action to intensify the storm. You can add one of the following effects to the storm, which lasts for the duration. Adding an effect does not remove prior effects, though most effects can be added only once.

- **Lightning.** Lightning strikes rain down. As a bonus action, you can designate two points below the cloud to be struck by lightning. All creatures within a 10-foot radius of either point must make a Dexterity saving throw, taking 4d12 lightning damage on a failure or half as much on a success.
- **Downpour.** Torrential rain falls. The storm's entire area becomes difficult terrain, and heavily obscured to every creature except you.
- **Hurricane.** Gusting winds whip with brutal ferocity. Ranged weapon attacks in the area automatically miss. Every Huge or smaller creature starting its turn below the cloud must succeed on a Strength saving throw or be thrown 30 feet in a random direction and knocked prone.
- **Hailstorm.** Icy stones rain down. Each creature starting its turn below the cloud takes 2d10 bludgeoning damage. Any creature below the cloud has disadvantage on saving throws it makes to maintain concentration.
- **Expansion.** You can move the storm 120 feet or increase its radius by 60 feet. You can add this effect any number of times.

Thought Wisp

Transmutation cantrip

Casting Time: 1 action
Range: Self
Components: S
Duration: 24 hours
Replaces: *Encode Thoughts*

You touch your head, transferring a thought into a cloud-like wisp, which appears in your hand as a Tiny, weightless, semisolid object. The color of the thought-wisp depends on the thought: ideas are yellow, memories are silver, and messages are blue.

When you cast the spell, you can limit who can receive the contents to specific creatures or creature types. A specified creature can use its action to receive whatever the thought-wisp contains, ending the spell. If no limit is specified, any creature can do so.

Any creature who can cast this spell or is concentrating on a spell that allows thought reading (such as *detect thoughts* or *modify memory*) can use its action to receive what a thought-wisp contains, ending the spell. A creature concentrating in this manner can also cast this spell to transform thoughts it reads into a thought-wisp. Additionally, *modify memory* can affect thought-wisps.

A creature can touch a thought-wisp and use its action to disperse it, ending the spell.

Thunder Burst

Evocation cantrip

Classes: Bard, Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self (5-foot radius)
Components: S
Duration: Instantaneous
Replaces: *Thunderclap*

You create a concussive pulse, producing a boom audible out to 300 feet. All other creatures within 5 feet of you must succeed on a Constitution saving throw or take 1d8 thunder damage and be deafened until the end of its next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Touch of Filth

2nd-level transmutation

Classes: Druid, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: Self
Components: V, S, M (a piece of rotting food)
Duration: Concentration, up to 1 minute
Replaces: *Ray of Sickness* (in part)

You envelop your hand in a vile miasma. Make a melee spell attack against a creature within your reach. On a hit, the target takes 1d6 poison damage and is poisoned. At the end of each of its turns, it can make a Constitution saving throw, ending the poison on a success. Until the spell ends, you can make this attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Twister

7th-level transmutation

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Whirlwind*

You call down a huge tornado at a point you can see on the ground within range. The twister occupies a 30-foot radius, 100-foot high cylinder centered on that point. As an action, you can move the twister up to 30 feet along the ground.

When a creature enters the twister on its turn or starts its turn there, it must make a Strength saving throw. On a failure, it takes 10d6 bludgeoning damage, and a Large or smaller creature is sucked up into the twister and restrained. Restrained creatures move with the twister when it moves and are carried vertically 25 feet each round toward the twister's center. At the end of each of its turns, a restrained creature can repeat the saving throw. On a success, it is hurled 60 feet horizontally out of the twister in a random direction.

The twister's area is lightly obscured, and ranged attacks that pass through the twister automatically miss.

Unbridled Fury

2nd-level enchantment

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Replaces: *Crown of Madness*

You plant an unquenchable rage in the mind of one humanoid you can see within range. The target must succeed on a Wisdom saving throw or become charmed by you, its eyes glowing with a fiery light. When you cast the spell and as an action on subsequent turns, you can activate this rage.

If you activate a target's rage, it must move up to its speed at the start of its turn towards the nearest creature and use its action to make one melee attack against that creature. If you don't activate its rage or it can't reach another creature with its movement, the target takes its turn as normal. The target can repeat the saving throw at the end of each of its turns, ending the spell on a success.

At Higher Levels. If you cast this spell using a spell slot of 4th level or higher, the target makes two melee attacks if it has an ability that would normally allow it to make more than one attack on its turn.

Unearth Legend

5th-level divination (ritual)

Classes: Bard, Cleric, Wizard
Casting Time: 10 minutes
Range: Self
Components: V, S, M (rare gems worth at least 250 gp, which the spell consumes, and a jeweled notebook worth at least 200 gp)
Duration: 1 week
Replaces: *Legend Lore*

You contact an otherworldly entity, offering it the gems used in the spell's casting in exchange for the history of a person, place, or object. The entity tells you everything it knows about the subject (typically well-known lore or widely-told stories).

After it is contacted, the entity researches the subject for up to seven days. Its discoveries appear as writing in the jeweled notebook. It might learn obscure myths, forgotten legends, or even lost secrets. The more information you possess when you cast the spell, the faster and more detailed the results will be. The entity may not understand the information it finds, and so might impart unsolved riddles, confusing poems, or other puzzling communications. Once the entity has conveyed everything it can discover, the spell ends.

Unerring Sentry

4th-level conjuration

Classes: Wizard
Casting Time: 1 minute
Range: 30 feet
Components: V, S, M (a dog collar)
Duration: 8 hours
Replaces: *Faithful Hound*

You conjure an arcane sentry in an unoccupied space that you can see within range. It can take any form you wish, but is obviously magical in nature, and is always Small or Medium. It lasts for the duration, until you dismiss it, until you move 100 feet from it, or until you cast the spell again.

When you cast the spell, designate any number of creatures you can see as the sentry's allies. The sentry is invisible to everyone except its allies, and if any other creature of challenge rating 1/4 or higher comes within 60 feet of it, it calls out an alarm. It can see invisible creatures, see into the Ethereal Plane, and cannot be deceived by illusions.

As an action on your turn, you may direct the sentry to attack a target you can see within 100 feet of its original location. It can move up to 30 feet, and attack a creature within 5 feet of it. Make a melee spell attack. On a hit, it deals 4d8 force damage. If you are incapacitated, unconscious, or otherwise unable to direct the sentry, then at the end of your turn it attacks the nearest creature of challenge rating 1/4 or higher that is not its ally.

Wall of Dust

3rd-level transmutation

Classes: Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a dust bunny)
Duration: Concentration, up to 10 minutes
Replaces: *Wall of Sand*

You construct a wall of blowing dirt and grit at a point you can see within range. The wall can be up to 30 feet long, 10 feet high, and 10 feet thick. The wall blocks line of sight, and a creature is blinded and deafened while within the wall. When a creature enters the wall or starts its turn there, it must make a Strength saving throw. On a failure, each foot that the creature moves through the wall costs 6 feet of movement. On a success, each foot that the creature moves through the wall only costs 3 feet of movement.

The wall disappears when the spell ends.

Warding Sigil

1st-level abjuration

Classes: Bard, Sorcerer, Warlock, Wizard
Casting Time: 1 bonus action
Range: Self
Components: S
Duration: 1 minute
Replaces: *Blade Ward*

You make a magical sign, creating a protective ward around yourself. The ward has 4 hit points and is resistant to bludgeoning, piercing, and slashing damage. For the duration, whenever you take damage, the ward takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the ward's hit points increase by 2d4 for each slot level above 1st.

Water Wall

3rd-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a vial of pure water)
Duration: Concentration, up to 10 minutes
Replaces: *Wall of Water*

You summon a wall of swirling water at a point you can see on the ground within range. The wall can be up to 30 feet long, 10 feet high, and 5 feet thick, or shaped as a ring up to 15 feet in diameter, 20 feet high, and 5 feet thick. Each foot moved through the wall costs 3 feet of movement. The wall's water disappears when the spell ends.

A creature that starts its turn in the wall or enters it on its turn must make a Strength saving throw, suffering 2d6 bludgeoning damage on a failure or half as much on a success. Ranged attacks passing through the wall have disadvantage and deal half damage. Fire effects passing through are instantly extinguished. Cold effects passing through apply to any creature within 5 feet of the point they touch the wall. Lightning effects apply half their damage to any creature in contact with the wall when they pass through.

Wayfinding

5th-level divination

Classes: Bard, Cleric, Druid
Casting Time: 1 minute
Range: Self
Components: V, S, M (two divinatory tools to indicate direction or display an image, such as a pendulum and a mirror, worth 100 gp)
Duration: 24 hours
Replaces: *Find the Path*

You name a specific location on the same plane of existence, receiving supernatural knowledge regarding the way between you and the destination. If the destination moves to another plane, the spell fails.

When you cast the spell, choose one of the following options, the effects of which last for the duration of the spell. While the spell lasts, you can end one option as an action to gain the benefits of a different one:

- **Dowsing.** The pendulum tugs in a direction with increasing urgency as you near your destination, informing you of its distance and direction.
- **Ascertainment.** Whenever you are presented with a choice of paths along the way to the destination, the pendulum points towards the shortest and most direct route (ignoring safety).
- **Forecast.** The mirror displays images of the next 30 miles on the path to the destination, granting a general awareness of natural hazards or obstacles, such as decaying bridges or cliffs.

Wellspring

2nd-level transmutation

Classes: Druid, Ranger
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny silver watering can)
Duration: Concentration, up to 1 minute
Replaces: *Healing Spirit*

You pour out a stream of pure water and create a 10-foot radius magical healing pool at a point on the ground you can see within range. At any time (no action required by you) you can choose to restore 2d4 hit points to any creature in the pool, depleting the pool's magic. The pool's magic is restored at the start of each of your turns.

At Higher Levels. When you cast this spell with a spell slot of 3rd level or higher, the healing increases by 1d4 and the radius of the pool increases by 5 feet.

Whirling Blades

2nd-level conjuration

Classes: Bard, Bloodrager, Sorcerer, Warlock, Wizard
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a handful of metal shavings)
Duration: Concentration, up to 10 minutes

You produce a storm of metal shards that occupy a 5-foot diameter sphere in a space you can see within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

As an action, you can cause the blades to point and shoot at a creature within 30 feet of the sphere. Make a ranged spell attack. On a hit, targets take 4d4 piercing damage, or half as much damage on a miss. Hit or miss, the spell then ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Whirlpool

5th-level evocation

Classes: Druid
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a spoon)
Duration: Concentration, up to 1 minute

You conjure a 30-foot radius circle of churning water centered on a point on the ground or in a body of water which you can see within range. The whirlpool's area is difficult terrain, but it is not deep enough to require swimming. Any creature that starts its turn there or enters on its turn must make a Strength saving throw. On a failure, it takes 5d8 bludgeoning damage and is pulled 10 feet towards the center. If the spell targets an existing body of water, the damage increases by 1d8.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Whirling Water

4th-level conjuration

Classes: Druid, Sorcerer, Wizard
Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a droplet of water)
Duration: Concentration, up to 1 minute

You create a swirling ball of water in a 10-foot radius at a point on the ground or in water you can see within range. Any creature that enters the sphere on its turn or starts its turn in it must succeed on a Strength saving throw or be restrained and trapped within the water. At the start of each of its turns, a restrained target can repeat the saving throw, ending the effect on a success. A Huge or smaller creature partially within the sphere makes its saving throw with advantage, while a Gargantuan creature automatically succeeds.

As an action, you can cause the sphere to roll up to 30 feet, carrying all restrained creatures with it and dousing all nonmagical flame it passes through. If this causes a creature in the sphere to collide with a creature outside it, both creatures take 4d6 bludgeoning damage. Restrained creatures are not affected by any terrain the sphere passes over.

As a bonus action, you can hurl a restrained creature out of the sphere. It is thrown 20 feet in a direction of your choice and takes 4d6 bludgeoning damage. If it collides with another creature, that creature must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage.

When the spell ends, creatures restrained by it fall prone, and all fires within 20 feet are extinguished. The water disappears afterward.

Withering Field

8th-level necromancy

Classes: Sorcerer, Wizard
Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a fistful of fine sand and a drop of blood)
Duration: 1 round
Replaces: *Abi-Dalzim's Horrid Wilting*

You shrivel and decay every living thing within a 30-foot cube you can see within range, sucking the life away until the targets crumble to dust. Each creature in the area must make a Constitution saving throw. On a failure, the target takes 12d8 necrotic damage, has its speed halved and has disadvantage on all of its attack rolls and ability checks until the end of its next turn. On a success, it takes half as much damage and suffers no other effects.

Constructs and undead automatically succeed on this saving throw, while plants have disadvantage. Anything reduced to 0 hit points while under the spell's effect crumbles to dust.

Wound

6th-level necromancy

Classes: Cleric
Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous
Replaces: *Harm*

You send a surge of negative energy into a creature that you can see within range. The target must make a Constitution saving throw. On a failure, it takes 14d6 necrotic damage, or half as much damage on a success. The target's hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took.

Changelog

V15.1

- Corrected an error in Fearsome Visage's AHL text
- Buffed Reanimation's AHL

V15.0

- Added Wellspring
- Added start-of-turn to Water Wall's effect
- Fixed mechanical errors with Earth Leash and Eldritch Armor
- Fixed Rangers not getting Command Beast
- Fixed Druids & Sorcs not getting Petrify
- Fixed Warlocks not getting Misdirection, Phantasmal Nightmares
- Fixed Bards not getting Phantasmal Horror
- Changed Devil Binding's M component
- Tiny stat-block formatting tweaks
- Professional proofread pass on (almost) everything

V14.0

- Professional edit pass on (almost) everything
- Various minor adjustments to flavor text, M components, and ranges
- Lightning Burst renamed to Sparking Shot
- Buffed Minor Drain temps to 1m duration
- Call for Aid 1m price increased
- Injunction immune to *dispel magic*
- Fixed untyped damage on Siphon Life (hp loss instead)
- Named Stone Pact options
- Reworked Earthen Hand to Muddy Servant
- Renamed Whirling Daggers to Whirling Blades

V13.0

- Added Eldritch Rift and Elemental Reflection
- Scrapped Blizzard, replaced with Mass Freeze and Glacial Orbs
- Tiny language correction in Command Objects
- Reworked Aura of Concealment (from reliable talent aura to flat +5 bonus)
- Reworked Synaptic Spear (from novel line-target AoE to single-target damage & mild-control)
- Cleaned up some messy bits in Necromantic Storm
- Cleaned up design notes some
- Fixed level error on Geas/Injunction
- Reworked Frighten into Fearsome Visage
- Reworked Ice Armor to Eldritch Armor
- Corrected an error in Ghoul template

V12.1

- Added missing entries in replacements index

V12.0

- Added Devil Binding, Fleeting Portals, Mind Link, Nature's Protection, Safekeeping, Spirit Remnant, Twister, Whirlpool, Withering Field, Wound

V11.0

- Added Ethereal Slip, Luminous Smite, Morph Earth, Rot, Thought Wisp, Whirling Water
- Added Ghoul option to Greater Reanimation

V10.2

- Updated references to Glyph of Warding in Detect Hazards and Magic Circle in Soul Transfer

V10.1

- Restored 1-action cast time limit in Spell Glyph (dropped by accident)

V10.0

- Added Circle of Protection, Earth Forming, Lightning Burst, Spell Glyph

V9.5

- Added Arctic Breath, Elemental Shield, Erudition, Poison Fang
- Nerfed Irradiate

V9.0

- Added Blizzard, Dazzle, Injunction, Irradiate, Necrotic Sphere
- Nerfed Stormcloud
- Corrected material component on Frighten

V8.5

- Added Benediction, Corrosive Burst, Glyph of Power, Magic Net, Rain of Fire, Seal Away
- Changed "Gale" in Alter Weather to "Wind storm"
- Changed Ice Armor from trigger on hit to trigger on damage (RAI interaction with ward effects)
- Added undead creature type to Reanimation's templates

V8.0

- Added Divine Temple, Reanimation, Greater Reanimation, Rejuvenation, Shape Winds, Water Wall

V7.5

- Reformatted Corpse Puppet statblock
- Added Alter Weather, Aura of Concealment, Bewilder, Call for Aid, Soul Transfer, Summon Golem
- Fixed range and duration on Summon Grave Spirit

V7.0

- Added Disrupting Smite, Fireblast, Ice Armor, Lightning Beam, Scintillant Blast, Summon Grave Spirit
- Tweaked range phrasing on Aura of Truth, Detect Otherworldly Influence, Nature's Fury, Stream of Flame, Synaptic Shockwave
- Standardized duration language on Manipulate Earth, Manipulate Water, Secret Missive
- Renamed Summon Minor Fiends to Conjure Minor Fiends
- Fixed timing on Tempest's Hailstorm effect

V6.5

- Added Assemble, Caustic Quarrel, Corpse Puppets, Impaling Spires, Prismatic Bolt, Summon Minor Fiends
- Added KibblesTasty's Frighten

V6.0.1

- Language cleanup on Lunar Beam
- Small nerf to Draining Bolt
- Updated upcasting on Lightning Tendril

V6.0

- Added Befriend, Sacred Circle, Synaptic Shockwave, Tempest
- Swapped Martial Steel Wind Strike for Flickering Strikes

V5.5

- Added Curse of Weakness, Lunar Beam, Misdirection, Nature's Fury, Psychokinesis, Symbol of Resilience
- Small tweaks to Ghost Lights, Life Drain

V5.0.1

- Corrected classes for Conjure Herald and Sky Omen
- Removed material component from Sky Omen
- Gave Touch of Filth to wizards

V5.0

- Added Adaptation, Aura of Truth, Conjure Herald, Sky Omen

V4.2

- Added Drink Life, Hallucination, Phantasm, Wall of Dust

V4.1

- Added Cone of Flame, Expose Weakness, Incinerate, Secret Missive, Stream of Flame, Warding Sigil

V4.0.1

- Removed material component from Fated Strike

V4.0

- Added Animal Ally, Beast Perception, Befriend Beast, Command Beast, Earth Rumble, Earthen Hand, False Foes, Fated Strike, Find in Nature, Magic Fruit, Phantasmal Horror, Phantasmal Nightmares, Power Word Nap, Sonic Rift, Speak with Nature, Stone Pact, Summon Animal Spirit, Whirling Daggers

V3.5

- Added Command Objects, Psychic Skewer, Synaptic Spear
- Added KibblesTasty's Martial Transformation
- Tweaks to Black Ice, Imbue Element, Siphon Life, Spectral Champion, Wayfinding

V3.1

- Added Necromantic Infusion, Necromantic Storm, Wayfinding

V3.0

- Added Animal Transformation, Stormcloud, Lashing Vine, Siphon Life, Imbue Element, Petrify, Unearth Legend
- Updated Hailstorm
- Fixed Holy Fire mistagged as necromancy

V2.5

- Added Arcane Shelter, Blade Burst, Detect Otherworldly Influence, False Death, Ghost Lights, Ghost Touch, Stinging Insects, Thunder Burst
- Updated Expulsion

V2.0.1

- Fixed duration on Shatter Mind
- Fixed upcasting on Life Drain

V2.0

- Added Lightning Leash, Expulsion
- Added Replacements Appendix

V1.6

- Added Conjure Beast Pack, Captivate, Earth Leash, Shatter Mind
- Added KibblesTasty's Manipulate Earth, Manipulate Fire, Manipulate Water, Manipulate Wind

V1.5.1

- Small buffs to Inflict Disease

V1.5

- Added Detect Hazards, Holy Fire, Grave Call, Inflict Disease, Spreadshot, Brilliance, Fortune, Misfortune, Guide Air
- Added a bunch of KibblesTasty's Spells
    - Arcanist's Sword, Dust Cyclone, Form of Fire, Form of Ice, Form of Stone, Form of Water, Form of Wind, Lightning Tendril, Martial Steel Wind Strike

V1.0.1

- Fixed scaling on Draining Bolt
- Changed Oakenhide to self-cast only
- Added classes on a bunch where they got left off by accident

V1.0

- Initial release!

Credits & References

Spells That Don't Suck is created by Omega Ankh & somanyrobots

Art

- Alter Weather, by Alifka Hamamm Nugroho
- Excited Wizard, by Duong Thanh Lam

Spells

By KibblesTasty

- Arcanist's Sword, Arctic Breath, Cold Snap, Dust Cyclone, Flickering Strikes, Form of Fire, Form of Ice, Form of Stone, Form of Water, Form of Wind, Frighten, Lightning Tendril, Manipulate Earth, Manipulate Fire, Manipulate Water, Manipulate Wind, Martial Transformation

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- Everything else

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Appendix 1: Replacements

Level	Original	Replacement
0	Blade Ward	Warding Sigil
0	Chill Touch	Ghost Touch
0	Control Flames	Manipulate Fire
0	Dancing Lights	Ghost Lights
0	Encode Thoughts	Thought Wisp
0	Friends	Befriend
0	Frostbite	Black Ice
0	Guidance	Benediction
0	Gust	Manipulate Wind
0	Infestation	Stinging Insects
0	Lightning Lure	Lightning Leash
0	Mold Earth	Manipulate Earth
0	Poison Spray	Poison Fang
0	Sapping Sting	Draining Bolt
0	Shape Water	Manipulate Water
0	Sword Burst	Blade Burst
0	Thunderclap	Thunder Burst
0	Toll the Dead	Grave Call
0	True Strike	Fated Strike
1	Absorb Elements	Elemental Reflection
1	Animal Friendship	Befriend Beast
1	Animal Messenger	Befriend Beast
1	Armor of Agathys	Eldritch Armor
1	Arms of Hadar	Eldritch Rift
1	Burning Hands	Cone of Flame
1	Cause Fear	Fearsome Visage
1	Chaos Bolt	Prismatic Bolt
1	Color Spray	Dazzle
1	Detect Evil and Good	Detect Otherworldly Influence
1	Divine Favor	Sacred Strikes
1	Earth Tremor	Earth Rumble
1	Frost Fingers	Arctic Breath
1	Goodberry	Magic Fruit
1	Ice Knife	Frost Shuriken
1	Illusory Script	Secret Missive
1	Ray of Sickness	Minor Drain
1	Ray of Sickness	Touch of Filth
1	Shield	Deflect
1	Silvery Barbs	Misfortune
1	Silvery Barbs	Fortune
1	Snare	Magic Net
1	Speak With Animals	Speak with Nature
1	Witch Bolt	Lightning Tendril
2	Acid Arrow	Caustic Quarrel
2	Aganazzar's Scorcher	Stream of Flame
2	Alter Self	Adaptation
2	Barkskin	Oakenhide
2	Beast Bond	Animal Ally
2	Beast Sense	Animal Ally
2	Beast Sense	Beast Perception
2	Borrowed Knowledge	Erudition
2	Branding Smite	Luminous Smite
2	Cloud of Daggers	Whirling Blades
2	Crown of Madness	Unbridled Fury
2	Dust Devil	Dust Cyclone
2	Earthbind	Earth Leash
2	Enthrall	Captivate
2	Find Traps	Detect Hazards
2	Flame Blade	Fiery Blade
2	Heat Metal	Enkindle
2	Healing Spirit	Wellspring
2	Locate Animals or Plants	Find in Nature
2	Magic Mouth	Conjure Herald
2	Magic Weapon	Force Weapon
2	Maximilian's Earthen Grasp	Muddy Servant
2	Mind Spike	Psychic Skewer
2	Moonbeam	Lunar Beam
2	Pass Without Trace	Aura of Concealment
2	Phantasmal Force	Hallucination
2	Phantasmal Force	Phantasm
2	Pyrotechnics	Burst of Flame
2	Ray of Enfeeblement	Curse of Weakness
2	Skywrite	Conjure Herald
2	Skywrite	Sky Omen
2	Snilloc's Snowball Swarm	Cold Snap
2	Summon Beast	Summon Animal Spirit
2	Zone of Truth	Aura of Truth
3	Animate Dead	Reanimation
3	Animate Dead	Reanimation, Greater
3	Beacon of Hope	Symbol of Resilience

Level	Original	Replacement
3	Blink	Ethereal Slip
3	Catnap	Power Word Nap
3	Conjure Animals	Conjure Beast Pack
3	Conjure Barrage	Spreadshot
3	Daylight	Brilliance
3	Elemental Weapon	Imbue Element
3	Enemies Abound	False Foes
3	Feign Death	False Death
3	Fireball	Fireblast
3	Flame Arrows	Fiery Quiver
3	Glyph of Warding	Spell Glyph
3	Life Transference	Siphon Life
3	Lightning Arrow	Sparking Shot
3	Lightning Bolt	Lightning Beam
3	Magic Circle	Circle of Protection
3	Meld into Stone	Stone Pact
3	Tidal Wave	Riptide
3	Speak With Dead	Spirit Remnant
3	Speak With Plants	Speak with Nature
3	Spirit Shroud	Spectral Champion
3	Summon Lesser Demons	Conjure Minor Fiends
3	Summon Undead	Summon Grave Spirit
3	Thunder Step	Sonic Rift
3	Tiny Hut	Arcane Shelter
3	Vampiric Touch	Life Drain
3	Wall of Sand	Wall of Dust
3	Wall of Water	Water Wall
4	Banishment	Expulsion
4	Blight	Rot
4	Confusion	Bewilder
4	Dominate Beast	Command Beast
4	Elemental Bane	Expose Weakness
4	Fabricate	Assemble
4	Faithful Hound	Unerring Sentry
4	Grasping Vine	Lashing Vine
4	Ice Storm	Hailstorm
4	Phantasmal Killer	Phantasmal Horror
4	Polymorph	Animal Transformation
4	Raulothim's Psychic Lance	Synaptic Spear
4	Sickening Radiance	Irradiate
4	Storm Sphere	Stormcloud
4	Summon Construct	Summon Golem
4	Vitriolic Sphere	Corrosive Burst
4	Watery Sphere	Whirling Water
5	Animate Objects	Command Objects
5	Antilife Shell	Nature's Protection
5	Banishing Smite	Disrupting Smite
5	Contagion	Inflict Disease
5	Control Winds	Shape Winds
5	Danse Macabre	Corpse Puppets
5	Dispel Evil and Good	Sacred Circle
5	Enervation	Drink Life
5	Flame Strike	Holy Fire
5	Geas	Injunction
5	Immolation	Incinerate
5	Infernal Calling	Devil Binding
5	Legend Lore	Unearth Legend
5	Maelstrom	Whirlpool
5	Mislead	Misdirection
5	Negative Energy Flood	Necromantic Infusion
5	Negative Energy Flood	Necromantic Storm
5	Steel Wind Strike	Flickering Strikes
5	Telekinesis	Psychokinesis
5	Transmute Rock	Morph Earth
5	Wall of Force	Arcane Wall
5	Wrath of Nature	Nature's Fury
6	Arcane Gate	Fleeting Portals
6	Bones of the Earth	Impaling Spires
6	Circle of Death	Necrotic Sphere
6	Create Undead	Reanimation, Greater
6	Find the Path	Wayfinding
6	Flesh to Stone	Petrify
6	Freezing Sphere	Mass Freeze (5th)
6	Freezing Sphere	Glacial Orbs
6	Harm	Wound
6	Investiture of Flame	Form of Fire
6	Investiture of Ice	Form of Ice
6	Investiture of Stone	Form of Stone
6	Investiture of Water	Form of Water
6	Magic Jar	Soul Transfer
6	Move Earth	Earth Forming
6	Planar Ally	Call for Aid
6	Primordial Ward	Elemental Shield
6	Tenser's Transformation	Martial Transformation
7	Finger of Death	Death Ray
7	Fire Storm	Rain of Fire

Level	Original	Replacement
7	Forcecage	Confinement
7	Mordenkainen's Sword	Arcanist's Sword
7	Prismatic Spray	Scintillant Blast
7	Regenerate	Rejuvenation
7	Sequester	Safekeeping
7	Symbol	Glyph of Power
7	Temple of the Gods	Divine Temple
7	Whirlwind	Twister
8	Abi-Dalzim's Horrid Wilting	Withering Field
8	Control Weather	Alter Weather
8	Feeblemind	Shatter Mind
8	Telepathy	Mind Link
8	Tsunami	Great Wave
9	Imprisonment	Seal Away
9	Psychic Scream	Synaptic Shockwave
9	Storm of Vengeance	Tempest
9	Weird	Phantasmal Nightmares

Appendix 2: Design Notes

We don't have design notes for spells written by KibblesTasty, but broadly like everything he did with them.

Abi-Dalzim's Horrid Wilting

Replaced With: Withering Field

- Added half-movement and disadvantage-on-stuff riders
- Copied mechanic from Rot to have constructs and undead auto-succeed instead of full immunity
- Changed M component
- Honestly didn't change damage, I think the damage is alright
- Added disintegration-prone rider

Absorb Elements

Replaced With: Elemental Reflection

Man, this one was really hard. The original spell's excellent; mildly too strong, but not incredibly. But there's a *ton* of demand for an SRD-safe equivalent, and you need one that's distinctive enough to not be ripping off the original. I think we managed.

- Trade off bonus damage or full-round resistance
- Broadly buffed all the damage applications

Acid Arrow

Replaced With: Caustic Quarrel

Acid Arrow's just terrible, its numbers are really low. Buffed it to well above curve, to compensate for the delayed-damage aspect, and added it to the sorcerer list to make black and copper draconic sorcerers functional.

Aganazzar's Scorcher

Replaced With: Stream of Flame

A consistent underperformer; it's probably a victim of the DMG's spell-balance guidelines assuming AoEs are all alike, when line spells are in fact pretty tricky to get 3+ targets with. Buffed its base damage and gave it range on upcast.

Alter Self

Replaced With: Adaptation Basically widening the use case and turning it into a support spell, instead of a weird sidegrade of Disguise Self.

- Changed from self to touch
- Removed concentration
- Added gliding
- Added prehensile tail
- AHL for additional options every 2 levels, and scaling natural weapons.

Animal Friendship & Animal Messenger

Replaced With: Befriend Beast

Animal Messenger, in particular, is just an extremely niche spell. Its various limitations are basically about keeping its power sensible relative to Sending, but it just turns out to be something that it *never* makes sense to waste a spell-known on.

- Merged Animal Messenger's functions down into Animal Friendship.
- Can upcast for either more duration or more targets

Animate Dead

Replaced With: Reanimation and Greater Reanimation

Realistically, we don't expect everyone to be on board - disagreement about the spell's problems is pretty wide. We wanted something a little less clunky, a little more flavorful, and safe to grant to warlocks. We split it into two so the higher-level spell can do a better job of embodying more powerful reanimation fantasies.

- Reworked to base off zombie/skeleton templates rather than hard stat blocks
    - Intentionally, the templates produce normal skeletons and zombies when used on commoners
- 3rd-level spell is fairly limited, works slowly
- 6th-level lets you raise a horde instantly, as well as animate monster corpses

Animate Objects

Replaced With: Command Objects

Overall, Animate Objects was too strong in a specific, always available case - and a pain to run, to boot. This replacement offers more choices (versatility being the point compared to most summons) for the player and the DM, while requiring far less math and fewer rolls.

- Tiny was the obvious (and almost always the only) choice; now there are reasons to use different objects when available.
- Objects in general lack useful features and traits from the TCoE summons and are mainly about damage, though clever players who use their environment (rather than carry around those ball bearings, slingstones, or whatever) retain unique and rewarding options.

Antilife Shell

Replaced With: Nature's Protection

Antilife Shell is one of the very strangest spells in the game. It's on the *druid* list. (The reason it's on the druid list is a tortured history across multiple editions, where it's never been very good). We opted to preserve its existence on the druid list (more faithful to its older version) but completely rework its flavor so it makes sense there. Also, made it not suck.

- Flavor significantly revised to reflect it being a Druid spell
- RAW was mechanically an aura, language reflects that
- Reworked / buffed with options that make more thematic and mechanical sense (cover instead of an anti-life barrier that wasn't good because a ton of undead and constructs are melee-based, etc.)

Arcane Gate

Replaced With: Fleeting Portals

- Increased control and flexibility - portals can be opened anywhere within 500 feet (though no further)
- Can move them, open / close them, same visibility as RAW - but can see through (and shoot through) them

Armor of Agathys

Replaced With: Eldritch Armor

Capping it at 5th keeps it from getting out of hand on full casters, and adding some randomness is effectively the mild nerf it needs.

- Capped it at 5th level

Arms of Hadar

Replaced With: Eldritch Rift

Arms of Hadar isn't terrible, but it does underperform. The damage is alright, but its role is as a disengage tool, and it's not reliable enough at that.

- Buffed damage from 2d6 to 3d4 (better first the flavor of getting battered by tentacles)
- Added disadvantage on opp attacks even on save success
- Greatly buffed AHL scaling from 1d6 to 2d4
- Added AHL range scaling

Banishing Smite

Replaced With: Disrupting Smite

Banishing Smite's an oddball. It is almost the only smite spell that works at range, and with its banish-on-hp-threshold mechanic, it's less a control spell and more of an execute. It can be made more consistent, both with the other smites and with our own Expulsion (see Banishment).

- Changed from any range to melee only (consistent with other smite spells)
- Replaced hp-threshold banish with a half-phase that provides good control
- Changed school to evocation (consistent with other smite spells)

Banishment

Replaced With: Expulsion

Banishment's too strong. A good test is "Would this spell feel like stupid bullshit if the DM used it against players?" And Banishment absolutely fails that test. So Expulsion slows down its effects. This one went through a *lot* of drafts, turned out to be quite a hard job. Probably a little overnerfed, but much closer to proper balance than the original was.

- Incapacitates on first round, sends to demiplane on second, sends to home plane on third.
- Fixes some of the slightly weird planar interactions

Barkskin

Replaced With: Oakenhide

Barkskin's never been good. 16 AC just isn't that high, and it's Concentration on top of that. Oakenhide leans harder on the theme - the temp hp represents the bark, which gets stripped off as you get hit. In workshopping, this got about equal parts "too weak", "too strong", and "just right", and in testing it's mostly worked well.

Beacon of Hope

Replaced With: Symbol of Resilience

- Made it a movable symbol (an actual beacon of hope) *Replaced advantage on death saving throws with spellcasting ability modifier (roughly the same / better scaling math), allowing for more-likely "natural 20s" and 1 hit point recoveries.
- Added the ability to use a BA to spend 2 hit dice, once
- Further reinforced its ability to "turn the tide" with temporary hp if the recipient is under half health
- Added AHL to spend more hit dice

Beast Bond & Beast Sense

Replaced With: Animal Ally

Beast Bond is bad; Beast Sense is borderline-useless and inferior to Find Familiar. Merging these two makes sense. It gives Beast Bond some more utility out of combat and broader use cases. And Beast Bond itself got some damage buffs in combat, which makes it a solid alternative to Hunter's Mark for rangers with pets.

Blade Ward

Replaced With: Warding Sigil

Blade Ward, like True Strike, is almost never useful. But if you buff it enough to be useful, it gets *much* too good. So in this case, it got reworked very substantially. Switched to a bonus action and to a defined amount of damage resist, but very good against physical damage.

Blight

Replaced With: Rot

Blight's just weak, and its strong situation is *very* situational.

- Buffed damage by 1d8
- Changed rider from "great against plants" to "disadvantage on everything for a round"

Blink

Replaced With: Ethereal Slip

- Reworked it from 1d20 every round to alternating (dis)advantage - so you're more likely to blink if you didn't, less likely to blink if you did
- Cleaned up text a bit
- Changed school to conjuration

Bones of the Earth

Replaced With: Impaling Spires

Most absolutely metal spell name and concept in the game, hamstrung by being utterly useless much of the time.

- Dropped all the difficult terrain stuff, cast another spell if you want that.
- Damage no longer gated on environment, but buffed with favorable environment
- Ability check vs. save DC corrected

Borrowed Knowledge

Replaced With: Erudition

Borrowed Knowledge is an annoying spell - it's available too early, and makes the caster too much of a Swiss-army knife. Buffing it but pushing it back to 3rd, with a hefty component cost, is a good compromise.

- 2nd to 3rd
- Expertise if you had proficiency
- Elven Accuracy Knowledge if you had expertise

Branding Smite

Replaced With: Luminous Smite

This one's gonna get a little hate - there are people who love Branding Smite specifically and only because it works on ranged attacks. But it pretty clearly isn't supposed to.

- buffed damage slightly to d8's (more consistent with radiant)
- restricted to melee
- works against darkness as well as all invisibility sources

Burning Hands

Replaced With: Cone of Flame

Gave it range scaling on upcast. Because honestly it's a pretty decent spell, but it deserves to be more interesting for something so iconic.

Catnap

Replaced With: Power Word Nap

Catnap's got a minor issue: the DMG lists variant resting rules, and Catnap does not respect them. Power Word Nap will work for your games on Gritty Realism, Epic Heroism, or the popular 10-minute short rest house rule.

Cause Fear

Replaced With Fearsome Visage

Cause Fear's a standard across every edition, which makes it pretty weird that it's not in the SRD. A basic frighten spell is definitely something needed, so we wrote our own that's sufficiently distinctive.

- Changed school to illusion
- Buffed range from 60 to 90
- Changed components (from V,S)

Chaos Bolt

Replaced With: Prismatic Bolt

The original's fine, but it's unfortunate that the trademark sorcerer spell is still basically worse than Chromatic Orb. And it really needs to be twinnable - the sorcerer's iconic spell needs to work with their iconic ability.

- Changed how the randomness aspect works
- Eliminated multi-target aspect, to make it twinnable
- Changed the table to damage type + added effect, vs. just damage type
- Changed upcasting so it lets you select the damage type

Chill Touch

Replaced With: Ghost Touch

So many people have assumed this spell does cold damage. It got some rephrasing at the same time, just to be a little shorter.

- Name
- More concise language vs wordy original

Circle of Death

Replaced With: Necrotic Sphere

Circle of Death is a weak spell, whose niche is an *utterly* massive area of effect. We buffed its damage up to be on-curve, and changed the way the area of effect works a little bit so as to make it possible to use without blowing up your friends.

- Now has a limit to the number of targets, which makes it easier to use when there are things within a 60' radius that you don't want to murder.
- Buffed the damage a bit.
- No longer has a costly material component (this had no reason other than to punish necromancers for doing necromancy)

Cloud of Daggers

Replaced With: Whirling Blades

Cloud of Daggers is a classic spell that *sounds* really cool, but then a player casts it once, realizes it's extremely hard to use effectively, and never casts again. Whirling Blades preserves its base case (guaranteed-damage area denial, but a tiny area to reflect its low level). But it tacks on an action-fling, which mitigates the case where the spell didn't deliver *any* value and adds a boost to make it substantially more likely to deliver its intended value.

Color Spray

Replaced With: Dazzle

- Ditched max-hit-points mechanic - was inevitably disappointing when Sleep exists.
- Caster's location is automatically obscured (effectively a free disengage)
- Increased AoE
- Gave it AoE scaling
- Slightly buffed effect

Confusion

Replaced With: Bewilder

Confusion just consistently underwhelms. Its most defining feature is the random movement, though, so we opted to bake that in more squarely.

- Buffed AoE from 10' to 20'
- Eliminated chance of creature ignoring the spell
- Turned movement effect into an always-on circumstance, though reduced it.
- Rewrote effects table to a d4, with effects that are easier to adjudicate.

Conjure Animals

Replaced With: Conjure Beast Pack

Conjure Animals is well-known as a broken spell. If your DM lets you choose the beasts, you can pick wolves, constrictor snakes, velociraptors, or something else that can come in groups to snap a fight in two. And of course, all those dice rolls can also slow combat to a crawl. So it gets a significant mechanical rework - attempts to preserve the idea of a swarm of creatures, while reducing the number of rolls, and incentivizing the player to focus targets to reduce the rolls further.

Conjure Barrage

Replaced With: Spreadshot

The original's garbage, its only (very small) niche is doing mild damage over a bonkers-huge area. We tested several more complicated concepts before coming back around to the original; the simplest change is usually the best.

- Attack roll replaces Dex saving throw
- Damage increased by 1d8
- Upcasting added

Contagion

Replaced With: Inflict Disease

Contagion's got a sordid history. Its original incarnation was extremely powerful because it forced disadvantage on its own saves. Then WotC used Sage Advice to nerf it into the ground because they wouldn't admit they'd made a drafting error. Then they errata'd it, making its disease aspect useless but turning it into guaranteed poison. Weird. Inflict Disease basically restores Contagion to its original version, but with better-balanced disease effects.

Control Weather

Replaced With: Alter Weather

Control Weather's an interesting spell, lorewise, but very difficult for a party to actually use. It's almost prohibitively high level, at 8th, and leaves its *actual* effects almost entirely up to the DM.

- Reduced level from 8th to 6th
- Reduced duration and area (at 7th, it matches the original)
- Added explicit effect descriptions to weather conditions
- Gave it a monster upcast at 9th
- Adjusted change speed from random (1d4x10 minutes) to fixed (30 minutes)

Control Winds

Replaced With: Shape Winds

- Increased AoE from 100' cube to 300' cube
- ~~Gusts~~ Gale: nullifies ranged attacks entirely, movement reduction increased, buffs movement in favorable direction
- ~~Updraft~~ Thermal Column: changed fall damage from half to damage reduction (so small falls are effectively feather falled). increased jump bonus.
- ~~Downdraft~~ Turbulence: Punishes ranged attacks less hard than Gale, reduces fly speed even on success

Crown of Madness

Replaced With: Unbridled Fury

Crown of Madness is borderline useless; the enemy can trivially counterplay the spell by just not standing next to their mind-controlled friend. And if you have anything more important to do on your turn, the spell ends. Garbage.

- Spell no longer ends if you don't activate it on a turn
- Creature can move before attacking
- Got unique upcasting (enables Multiattack)

Dancing Lights

Replaced With: Ghost Lights

Light fills the function as a travel cantrip and a fairly bold exploration tool. Dancing Lights is subtler, and more cautious. The base spell also requires concentration which *instantly* makes it terrible, concentration is a heavy price on a cantrip.

- Removed concentration
- Duration increased to 10 minutes
- Added color option
- Radius increased - total light radius is about half what Light provides, but careful placement allows for some tactical darkness zones.
- Removed the weird humanoid shape thing, it never made any sense and Minor Illusion does it better.

Danse Macabre

Replaced With: Corpse Puppets

In general we don't like spells that require opening up a DM resource (like a monster manual) to run; a spell should contain everything the player needs. Danse Macabre also tended to underperform, especially given how cool it is conceptually.

Daylight

Replaced With: Brilliance

Because everybody always thinks it creates sunlight (and vampires don't deserve to get hard-countered by a 3rd-level spell).

- Fixed the friggin' name
- Made it upcastable

Detect Evil and Good

Replaced With: Detect Otherworldly Influence

Minor changes here, but of course the name was bad since it had nothing to do with evil or good. But it's also situational enough that it makes a good ritual, and it got a tiny buff to checks just to bring the power up a smidge.

- Fixed name.
- Made it a ritual.
- Gave it a small buff for perception and insight checks.

Dispel Evil and Good

Replaced With: Sacred Circle

Dispel Evil and Good is very niche, with its most important function (banishment) overlapping entirely with Banishment.

- Duration increased to 10 minutes (buff)
- Large Cylindrical AoE (buff)
- Added aberrations, just like PfEaG (small obvious buff)
- Aura attack disadvantage from otherworldly creatures (buff)
- Unlimited "Break Enchantment" (big buff)
- Added Anti-summon, teleport, interplanar travel to the area (somewhat niche buff)
- Removed banishment concept (nerf)

Divine Favor

Replaced With: Sacred Strikes

After comprehensively reviewing all the weapon-buff spells and applying the same math we're pretty sure WotC used to make them, it became clear that Divine Favor's not good enough. Let's be real, it's never better than just casting Bless. This version still isn't competitive, really - Bless is too good - but if your goal is to maximize a single character's damage, this is at least better within that use case.

- Buffed duration from 1m to 10m
- Buffed to 1d6 damage

Dominate Beast

Replaced With: Command Beast

It might not look like it, but this was one of the most contentious spells in the whole collection. The original's pretty limited at 4th level; by that point, beasts are pretty rare as enemies, so it tends not to see much use. So we reduced the level to 3rd, but attached a CR limit to keep it from breaking early encounters. A lot of discussion was devoted to making it work for rangers, but the conclusion in the end was that it *can't* be good on rangers without being too good on druids.

Earth Tremor

Replaced With: Earth Rumble

Earth Tremor's conceptually sound, but just very very weak. The damage is pitiful, and while it's meant as an "oh-shit" button for the caster, the difficult terrain hurts them more than anybody else.

- Buffed damage from 1d6 to 2d6 (save for half)
- Changed spell type from evocation to transmutation
- Changed difficult terrain rules so it's not permanent
- Gave it (very conservative) upcast radius scaling

Earthbind

Replaced With: Earth Leash

Earthbind was just miserably situational. Earth Leash is still pretty situational, but gets a little damage to improve its primary use case, and can be upcast against multiple targets. Has *any effect at all* against non-flying targets now, too.

Elemental Bane

Replaced With: Expose Weakness

Elemental Bane is the sort of spell that's pretty good in its very narrow niche, but that niche is in fact *very* narrow. Most of the time if there's a target important enough to cast elemental bane on, it's a better idea to shut them down with a control spell. Switching the spell to a weaker save makes it much more reliable; switching it to a bonus action makes it much cheaper in terms of action economy. Broadening the damage types broadens its niche.

- Shifted from action to bonus action
- Damage is capped per-round (with upcasting to increase the cap)
- Save is changed from Con to Cha
- Broadened applicable damage types

Elemental Weapon

Replaced With: Imbue Element

Elemental Weapon's very weak; its primary benefit is simulating a magic weapon, but in most games, that's just not needed. So instead it gets a small damage buff, and rider effects according to the element chosen. (Also, thunder's much stronger than the other types, so it's removed).

Encode Thoughts

Replaced With: Thought Wisp

- Enchantment to Transmutation
- Buffed duration up to 24 hours
- Specified recipients, or not! - DMs and player options
- Clarified thought-types, reduced ambiguity regarding both utility and mechanics

Enemies Abound

Replaced With: False Foes

Enemies Abound is perfectly fine, but a little easy for players to cheese their way out of. ("Oh no, I'm surrounded by enemies, the only thing I'd ever do is run.") At the end of the day that's between a player and their DM, but tightening up the language can help nudge the player towards doing the right thing.

Enervation

Replaced With: Drink Life

- Increased damage by 50%; now hits above curve after 2 turns, instead of 4.
- Reduces target's movement speed (thematically fatiguing them, mechanically helping keep them in range)
- Eliminated same-target restriction and the witch bolt mechanics it inherited
- Changed from Dex to Con save for better theme and to compensate for the buffs above

Enthrall

Replaced With: Captivate

- Captivation on creatures within range over the entire duration
- Visual and auditory captivation
- Added initiative disadvantage, movement speed reduction and no reactions
- Added duration and radius increase with upcasting
- Clarified creatures are unaware of magical influence (essentially the opposite of Friends)

Fabricate

Replaced With: Assemble

Fabricate's hard. By default, it's not tremendously useful, *unless* you take advantage of its loose definition of "raw materials" to do a bunch of things it's not meant for. As of this writing, this is maybe the spell in the whole set we're most iffy on - it's always going to be niche.

Faithful Hound

Replaced With: Unerring Sentry

Rather than try to make it a useful combat spell (which there are plenty of options for, including Arcane Hand at a similar level), we tried to make it better at its situational use case. So basically the only changes are:

- You can designate allies (which fixes the weird password thing)
- It can move within a 100' radius of the original cast location, and requires your action to attack if you're awake.

Feeblemind

Replaced With: Shatter Mind

Absolutely needed a rename for sensitivity reasons, and might as well clean the mechanics up while we're at it.

- Renamed
- Range reduction (minor, enables counterspell)
- Save time reduced (to make it possible, albeit painful, to wait for natural recovery)
- Clarified what it means to have 1 Int (Ooze-grade intelligence)

Feign Death

Replaced With: False Death

The original's role is *so* specific that it's basically just a plot spell. Buffed it into a bit of a higher-level False Life with added utility for the spell's original functions.

- 10 temp hp
- Reaction allows in-combat use
- Clarified breathing
- Removed incapacitation, spell just ends if target takes an action etc.
- This allows them to continue to concentrate on a spell (!)
- Removed blindness
- Can act normally, ending the spell - enabling in-combat psychological surprises

Find the Path

Replaced With: Wayfinding

Find the Path is a plot spell, but a particularly tedious one. We made it a little more applicable (can now find ships, vehicles, etc.), and gave its detailed functions a level of interactivity. Also removed the requirement to have an item from the location, which in practice made it only usable with the DM's advance planning for it.

Find Traps

Replaced With: Detect Hazards

Find traps is *garbage*, just utterly useless. It doesn't tell you where the traps are, it's instantaneous, and it doesn't even work on half of what you'd want it to.

- duration from Instantaneous to Concentration (10m)
- gives exact location within 15 feet
- grants advantage on checks to investigate
- blocked by the usual stuff
- buffed to apply to natural hazards as well

Finger of Death

Replaced With: Death Ray

- Increased damage (from 61.5 to 74, vs. disintegrate's 85.5 upcast). Still less than disintegrate, but does half on a miss.
- Changed to an attack roll (but still half damage on miss).
- Fixed weirdness about zombification so being a PC doesn't save you
- Gave it great upcasting

Fire Storm

Replaced With: Rain of Fire

Fire Storm's a little tricky; it's mildly iconic, especially for druids, but also mediocre. Its novel AoE is fairly complicated in play but usually boils down to "pick 6 targets or so within a giant AoE". Its damage is unfortunately pretty terrible. But if you just fix the damage and streamline the AoE, you get something that's quite bland, and not a very distinctive or interesting spell. So we opted instead to turn it into a high-level upgrade on Call Lightning, to keep it iconically druidic.

Fireball

Replaced With: Fireblast

We tried about a dozen different versions of fireball - but at the end of the day, it's got a simple problem: it does too much damage. So the fix is accordingly simple. (It's still above curve for 3rd level, but that's fine; it doesn't have any added effects, and fire spells tend to be high damage.)

- Standardized range to 120ft
- Reduced damage from 8d6 to 7d6

Flame Arrows

Replaced With: Fiery Quiver

Flame Arrows is very, very weak; Hex will outperform it almost every time. Fiery Quiver doubles the rate the damage comes out (though it cuts the duration down to compensate).

Flame Blade

Replaced With: Fiery Blade

Flame Blade is famously garbage - it just doesn't work for any build. But Shadow-Blade-alikes are a fairly good template to use.

- More light
- Grants proficiency
- Thrown & reappear, akin to Shadow Blade
- Damage over time now with control properties

Flame Strike

Replaced With: Holy Fire

Flame Strike's not terrible, but it's consistently underwhelming. This just buffs the damage until it's acceptable, and adds a rider about cover inspired by Sacred Flame.

Flesh to Stone

Replaced With: Petrify

The base Flesh to Stone is underwhelming. A 6th-level slot to inflict restrained is a very high price; with 3 rounds until petrification, it almost never triggers. We debated lots of different versions, and landed on the most conservative, just buffing it until it's worth using.

- Failing by 5 or more is instant petrify (consistent mechanics with medusas)
- Restrained after 1 failure, petrified after another
- Concentration changed to 3 rounds as it's decided by then

Force Cage

Replaced With: Confinement

Force Cage has the same problem as Wall of Force; it's absolute and doesn't have any options for counterplay. So we also made it breakable.

Freezing Sphere

Replaced With: Mass Freeze & Glacial Orbs

- ~~Reworked into a DoT+mild control spell. Still hits a giant AoE, though less giant (still giant, though).~~
- ~~Ditched the load-it-into-a-sling business, that was weird.~~

~~Freezing Sphere and Circle of Death were too mechanically similar, so we reworked Blizzard heavily to give them distinct identities.~~ There was a fair objection that Blizzard was a total reimagining. So we went back to the drawing board and...reimagined it harder? Mass Freeze is actually a spell written in another context, for a different purpose, but it does a good job of being a high-level cold spell with AoE control effects. Tiny Comets is new, intended to capture the fantasy behind Freezing Sphere's "trap it in a pellet" idea.

Friends

Replaced With: Befriend

- Duration upped to 10m
- No longer applies to Intimidation checks
- Material component changed to 1cp which is consumed, because that's funnier
- Fixed the self-target weirdness, which enabled some really goofy abuse when applied strictly RAW.

Frost Fingers

Replaced With: Arctic Breath

Frost Fingers never had a reason to exist, and is basically strictly worse than Burning Hands. KibblesTasty's Arctic Breath fits the bill nicely, distinguishing itself with a different AoE and applying a nice rider effect.

Frostbite

Replaced With: Black Ice

Frostbite's perfectly fine, actually, but its effect made more sense for Sapping Sting/Draining Bolt.

Geas

Replaced With: Injunction

- Sight not required
- Damage changed to a reduction to max HP
- Remove curse must match spell's level
- Greater Restoration removes reduction but does not end the spell
- Hp reduction scales with slot
- Death does not end the spell

Glyph of Warding

Replaced With: Spell Glyph

- Reduced cast time to 10m
- Reworked mechanics to avoid many types of cheese
- Eliminated Explosive Runes option entirely
- Scaled material component cost

Goodberry

Replaced With: Magic Fruit

No DM who's ever attempted a survival game is okay with Goodberry. For a tiny cost, it trivializes a huge range of challenges. Magic Fruit just fixes that.

Grasping Vine

Replaced With: Lashing Vine

Grasping vine is *awful*. It's a 4th-level spell, with concentration, that arguably underperforms many 1st-levels.

- 4th to 2nd level, for all that is holy, this was worse than Entangle RAW
- Removed concentration, 1 minute duration remains (actually allowing the combo of this + Spike Growth)
- Can only grab Large or smaller creatures
- Vine has AC and HP for counterplay, now that concentration is gone
- Added upcasting

Guidance

Replaced With: Benediction

- Increased range
- Increased casting time to reduce spammability
- Called out that other creatures are aware of it (prevent its use on social checks)
- Added recommendation to prevent stacking with similar effects

Harm

Replaced With: Wound

- Immunity to disease no longer makes you immune to the spell (watch out, paladins, monks, etc.)
- Hit point maximum reduced on a success, too
- Greater Restoration is needed to restore a reduction to hit point maximum, not lay on hands

Heat Metal

Replaced With: Enkindle

This one's probably had the most polarizing feedback (aside from Deflect). Heat Metal's obviously overpowered, particularly with the cook-and-book strategy. Disarming opponents is also frequently crippling.

- Affects any object, not just metal ones.
- No longer affects armor.
- Damage halved.
- No longer costs bonus action to use.
- Creatures can make a Con save to ignore the disadvantage.

Healing Spirit

Replaced With: Wellspring

Healing Spirit was wildly overpowered in its initial implementation, because of the "conga line" exploit — any number of creatures could move through the spirit's space within the same turn. This meant a spell designed to heal one creature for 1d6 damage per turn could instead get applied to your entire party, and heal everyone up to full health without fail. WotC opted to nerf it *not* by fixing the conga line, but instead capping the number of uses. This turns the spell into a poor-but-occasionally-useful combat heal, and makes it nearly pointless outside combat (Prayer of Healing, a mediocre spell at the same level, heals 4x as much). Our rework for Wellspring is designed to fix the conga line, restore the spell's utility as an out-of-combat heal, and produce a situationally-useful combat heal.

- Reflavored & slightly reworked to a stationary AoE
- Changed from a bonus action to an action
- Buffed healing from 1d6 to 2d4
- Strictly limited its use to 1/round
- Scaling: 1d4 per slot level and the pool size increases; pool size is irrelevant for out-of-combat healing but makes in-combat healing with it significantly more flexible

Ice Knife

Replaced With: Frost Shuriken

Ice Knife requires two rolls for full effect - attack roll and Dex save. In practice it winds up just being super low damage. Frost Shuriken fixes that by giving the primary target full damage.

- Primary target takes full damage after the attack roll.
- Piercing damage reduced, cold damage increased.

Ice Storm

Replaced With: Hailstorm

Mostly this got a damage buff so it doesn't underwhelm quite so hard, but also got a relatively-unique AoE scaling for upcast, to help distinguish it from fireball.

- Buffed Damage
- Added AHL AoE scaling

Illusory Script

Replaced With: Secret Missive

- Gave it duration scaling based on component cost (so you can still ritual cast and get duration scaling)
- Fixed a weird debatable loophole where you cast it backwards, designating every creature except your target, which means the entire world sees the fake message, which breaks the truesight interaction.
- Changed its mechanic to a password, which opens up more fun gameplay scenarios

Immolation

Replaced With: Incinerate

Immolation's in the category of spells that are extremely slot-efficient (80d6 damage!) but almost never useful in practice. This does change its role a bit, but concentration-single-target-damage-over-time is just not a great role.

- Buffed the damage
- Moved damage to start-of-turn (more logical, easier tracking)
- Spread it to another creature with a bonus action
- Made the turn-to-ash legitimately scary

Imprisonment

Replaced With: Seal Away

- Dropped level from 9th to 8th
- Reduced component cost
- Condensed text

Infernal Calling

Replaced With: Devil Binding

The original's a giant wall of text, and the inconsistency of summoning uncontrollable fiends made it virtually unusable.

- Changed CR to 4-8 window, to make clear that this summons big-deal fiends.
- Eliminated inconsistent obedience. Instead, it obeys commands for 1 minute and then does what it likes (which probably involves wheeling and dealing).
- If you can't hold concentration for the whole hour, you've just unleashed a nasty on the world.
- Changed component and reduced cost

Infestation

Replaced With: Stinging Insects

The original isn't terrible, just a little underwhelming. Strong save, weak damage, and random movement is fiddly to adjudicate and hard to use.

- Buffed damage from 1d6 poison to 2d4 poison/piercing
- Made movement non-random

Legend Lore

Replaced With: Unearth Legend

The original spell here was very limited, and *very* annoying for a DM. Unless you know in advance your players are planning to cast LL, you'll just sound dopey trying to improvise a poem or riddle on the spot.

- No longer requires target to be "of legendary importance"
- Allows ritual casting
- Returns information slowly over a week, which probably gives the DM enough time to push the big reveal to next week's session and write a poem for it

Life Transference

Replaced With: Siphon Life

The original's quite niche, and consequently very rarely taken. It's very difficult to use unless your wizard has a reliable way to recover the health, and logically, it's not clear why the caster's health is worth twice as much for somebody else.

- Removed 2x healing for 1x damage (never made sense)
- Target other creatures except constructs or undead

Lightning Arrow

Replaced With: Lightning Burst

- Made it work in melee
- Made it select targets rather than an AoE
- Buffed damage substantially for primary target, slightly for secondary targets

Lightning Bolt

Replaced With: Lightning Beam

Honestly, Lightning Bolt's *fine*, it doesn't really need a replacement. But it's always hard to hit more than two targets with a line spell, and in past editions, the spell's ricochet ability was *fun*. So we brought it back! Balancewise, this just makes it easy to hit a third target.

- Enabled a caster-controlled ricochet.

Lightning Lure

Replaced With: Lightning Leash

Kept the conceptual idea of a tether made of lightning, but the base spell's mechanics were just a total failure - didn't work at all. Its secondary effect is fairly potent for a cantrip, but costs a reaction to compensate.

Locate Animals or Plants

Replaced With: Find in Nature

The original's almost never worth taking as a second-level spell. The fact that it's a ritual saves it, a bit, but it's still extremely specific. Bumping it down to first is more appropriate for its power level, and giving it an ability to upcast keeps it interesting for higher-difficulty terrain and higher-level adventures.

Maelstrom

Replaced With: Whirlpool

- Clarified that the disc cannot force a creature to swim (which would double the movement penalty)
- Added a 1-level bonus if cast on water instead of on land
- Added a tame AHL
- Changed M component

Magic Circle

Replaced With: Circle of Protection

Magic Circle's *very important* for certain types of fantasy - conjuring up demons to do your bidding basically requires it. But the cast time makes the spell virtually impossible for PCs to use. So we turned it into a 1-action spell, and gave it a pseudo-ritual option for the slow-paced summoning.

- Added aberrations as a selectable creature type
- Increased cylinder height
- Variable casting time provides options
- Wider applicability
- Gave it duration scaling at high levels

Magic Jar

Replaced With: Soul Transfer

- Increased spell level from 6th to 7th
- Possessed creature can attempt to regain control of its body (reduced at higher levels)
- Enormous incentive for the caster to keep and protect the container
- Death Ward explicitly doesn't work
- Buff - physical (class) features can be used

Magic Mouth

Replaced With: Conjure Herald

Magic Mouth (and Skywrite) are both virtually useless; one's a classic NPC-only spell, the other's a once-per-campaign-grade ritual. Skywrite's also a "big" effect, albeit one that isn't very useful; conceptually it probably doesn't belong at 2nd level. So it makes sense to mash them together, and restate the spell's mechanics so it makes sense as a 2nd-level spell.

Mind Spike

Replaced With: Psychic Skewer

Mind Spike's got an extremely weak rider, damage that's a full level below par, and costs concentration. You can't make it a good nuke, or else Divination wizards (already debatably the strongest wizards) become absolute monsters.

- Reduced duration
- Buffed the rider to work like Mind Sliver
- Adjusted old rider so it no longer requires concentration to keep up

Maximilian's Earthen Grasp

Replaced With: Earthen Hand

Opinions on this one are wildly bimodal: either completely ignored or totally beloved. So we didn't change the math or capability, but just fixed two persistent mechanical issues. One was that RAW it could grapple a Tarrasque; the other was the hand's tendency to get outpaced as the fight moves away from it. Changed the Strength check to a save for consistency's sake (which we're aware will upset some folks).

Meld Into Stone

Replaced With: Stone Pact

Meld Into Stone is a candidate for the absolute least useful spell in the game. If you've got a wizard in the party, it's ~entirely invalidated by Rope Trick and Tiny Hut. So we opted to preserve its original function as one bullet out of three, and add two more functions that are a thematic fit.

- Removed ritual casting
- Reduced duration to 1 hour
- Phrased original function more cleanly, and extended it to other creatures (enables hiding, safe short rest, ambushing)
- Added stoneskin-lite function
- Added "stone feet" function

Mislead

Replaced With: Misdirection

More focused on its stated goal of being tricksy. Less useful as a generic invisibility or scouting tool, because invisibility, find familiar, and clairvoyance compete with it there.

- Shortened duration from 1h to 10m
- Enabled reaction cast
- Attacks and Spells don't break invisibility automatically, and do appear to come from the double, but trigger disbelieve attempts

Moonbeam

Replaced With: Lunar Beam

- Upped damage against shapeshifters
- Added disadvantage for silver-weak things (shapeshifters and fiends)
- Tiny tweak to effect-timing to improve clarity
- Adjusted shapechange restrictions for simplicity

Move Earth

Replaced With: Earth Forming

- Duration down to 1 hour (but speed doubled, so same effects)
- Changed range to Self (30 feet), vastly increasing potential area of effect.
- Enabled unique ritual casting - component consumed for ritual but not for slot-cast
- Dropped level to 5th

Negative Energy Flood

Replaced with: Necromantic Infusion and Necromantic Storm

The base spell does three things, and does them all badly. We split off the "buff an undead" function, and rewrote the rest as what a spell named "Negative Energy Flood" ought to be, an AoE nuke that makes zombies.

Pass Without Trace

Replaced With: Aura of Concealment

~~PWT is *notoriously* strong. It nullifies stealth challenges in many circumstances, and enables characters with an already-good stealth to get up into the 30+ soaring heights with regularity. The spell's so strong it influences the way DMs run stealth checks across the entire game. So YMMV depending on how your DM compensates for PWT's enormous power, but switching it to an aura of reliable talent preserves its core while bringing it down to earth.~~

We took a second crack at this one - people complained that the reliable talent aura didn't do enough for heavy-armored oafs. After a truly disgusting amount of math (simulated group stealth checks for a variety of parties in a variety of situations), it turns out the version that performs best (gets the success chance to the most appropriate percentages) is just nerfing +10 to +5.

- Creatures required to stay within range
- ~~Changed flat +10 bonus to an aura of reliable talent (Stealth)~~
- V2: Changed reliable talent aura to flat +5 bonus

Phantasmal Force

Replaced With: Hallucination and Phantasm

Phantasmal Force suffers from identity issues. It appears to be a single-target version of Major Image. But it can also deal damage, which requires slapping a save on it, which results in a lot more player confusion about what it can do. So we split it cleanly in two: Phantasm is *just* single-target Major Image, with the same mechanics. And Hallucination takes over the role PF awkwardly sat in - defined conditions or decent damage, gated on a save.

Phantasmal Killer

Replaced With: Phantasmal Horror

Fixed the weird save timing on this one. In the original, the enemy needed to fail two saves before they took any damage.

Planar Ally

Replaced With: Call for Aid

Honestly a fairly tame revision - it's so DM-dependent that there's not a whole lot you can do. Better guidelines, though, to make it more practical.

- Cut length down by a lot
- Reduced prices by half, and added guidance to let players have a freebie the first time and increase prices on repeat casting
- Eliminated XP penalty

Poison Spray

Replaced With: Poison Fang

Poison Spray's actually really tough to get right, because it's more situational than other cantrips. We opted to fix the range, and give it a pretty good rider effect; now it's the highest-damage cantrip, with a decent rider, and short range. But counteracted by a commonly-resisted damage type on the strongest save.

- Upped range from 10' to 30'
- Added rider effect, poisoned until start of tur

Polymorph

Replaced With: Animal Transformation

Polymorph was just pretty obviously too strong. Polymorphing allies into Giant Apes was extremely disruptive, and if the enemy couldn't break your concentration, just produced a giant wall of meat to chop through.

- Changed save from Wis to Cha (buff)
- Allow a save every turn to recover from baleful polymorph (nerf)
- Capped CR at spell level or character level, whichever's lower (big nerf)

Primordial Ward

Replaced With: Elemental Shield

Primordial Ward's a cool idea, but resistance to all the elements is a giant power budget that is almost always useless.

- Focused on a single element instead of all of them (because all is a cool idea, but is a lot of theoretical power budget but never that useful in practice)
- Change the shield as a bonus action
- Grants resistance to nearby allies

Prismatic Spray

Replaced With: Scintillant Blast

Prismatic Ray is unfortunately pretty garbage. It's a random effect, on which *every* result is underpowered for 7th level. The damage results are below curve, and the control results literally replicate lower-level spells. The only thing that justifies 7th is the 1/8 chance to get two effects, and even that's not really that impressive. Its rainbow theming also gets weird results that don't match up to the rest of the system.

- Put damage on every effect
- Buffed damage across the board
- Added additional effects on every effect

Psychic Scream

Replaced With: Synaptic Shockwave

One of our major principles is that no spell, when used *against* the PCs, should result in immediate cries of "bullshit!". Psychic Scream is unfiltered bullshit: a concentration-less long-duration multi-target disable, which is potentially permanent against some characters.

- damage converted to d8s for better consistency with other psychic effects
- depletes intelligence and adds the result to the save. results in long-term mind damage but a save that's far, far more likely to succeed (though an unlucky result will kill you, which is, paradoxically, much easier to fix).

Pyrotechnics

Replaced With: Burst of Flame

Pyrotechnics is a weird one - it's a 2nd-level spell that more-or-less replicates three first-level spells, and is massively constrained by the need to cast it on an existing fire. We preserved its multi-use nature, but freed it from the fire dependence; instead, it's a little underwhelming power-wise but very good if you have a fire to work with.

Raulothim's Psychic Lance

Replaced With: Synaptic Spear

Raulothim's is a spell that looks alright at a glance, but is well above curve in practice. Its damage isn't huge, but putting the incapacitated condition on an Int save is brutal control; many enemies have low enough Int that they literally can't make the save, even at pretty high levels.

Ray of Enfeeblement

Replaced With: Curse of Weakness

This one went through a bunch of drafts. The original's very situational and quite weird; buffing it at all almost immediately made it too good in its niche, though. We opted for reworking it into an AoE and basically making it silence-but-versus-martials.

Ray of Sickness

Replaced With: Minor Drain & Touch of Filth

Ray of Sickness is one of those spells that sucks because it's a hybrid spell. It's bad at damage and bad at control; it's almost always a better choice to pick which is more important and cast a better spell for that purpose. So we split it in two, creating a 1st-level necromantic damage spell (critical for necromancy wizards) and a 2nd-level high-risk, high-reward poison spell.

Regenerate

Replaced With: Rejuvenation

Regenerate, as written, is a niche out-of-combat heal and a very high level solution to the very specific problem of missing limbs. We opted to make it functional as an in-combat heal, but with a counter to keep it from being overpowered.

- Eliminated boost of initial healing
- Increased healing over time by 10x
- Reduced duration
- Reduced cast time to 1 action
- Spell ended by fire or acid

Sapping Sting

Replaced With: Draining Bolt

Disadvantage is more thematic for the spell than prone was.

Sequester

Replaced With: Safekeeping

Still a plot spell, but a more flexible and usable one now, that supports more stories.

- Decreased cost by 80%
- Increased targets from 1 to 8
- Added more flexible options

Shield

Replaced With: Deflect

Shield's fine for its primary use case (keeping a squishy caster from getting blendered), but is incredibly disruptive when it gets combined with heavy armor or other high-AC builds. We tested a *lot* of options, and landed on the simplest one. Also, upcasting is fun.

- Capped AC boost at 21 AC.
- Granted (bad) upscaling.

Sickening Radiance

Replaced With: Irradiate

- Removed / reworked exhaustion
- Radiant damage reworked to max hp reduction
- Added upcasting to provide permanent options
- Small change: things glow more and more as they get worse and worse...

We wanted to decouple SR from exhaustion, since variant exhaustion rules are becoming more common these days. The cumulative penalties, while an annoying floating modifier, also produce a smoother curve, where it's better value if the enemy just fails one save - this mildly reduces the emphasis on the "lock 'em in a box" strategy that's popular here.

Silvery Barbs

Replaced With: Fortune & Misfortune

Silvery Barbs was entirely, vastly overpowered, and probably the most-banned spell in the game as a result.

- Split into two distinct functions, *both* of which were bumped up a level.

Speak with Animals / Speak with Plants

Replaced With: Speak with Nature

Both these spells were deeply situational. Speak with Animals got some much-needed language tightening, and improvement for the awakened-animals use case. Speak with Plants was so situational it was virtually never picked; if it wasn't worth a spell-known, it needed to be merged into something else.

Speak with Dead

Replaced With: Spirit Remnant

Look, disguising yourself to cast this spell once is fun and interesting. But when you realize you're gonna wind up doing that *almost every time*, it's really annoying. Generally just made some key QoL improvements here.

- No longer has the "recognizes and hates you so you have to disguise yourself" problem
- Caster no longer has to ask all the questions
- Corpse is generally mildly more helpful than before

Skywrite

Replaced With: Conjure Herald and Sky Omen

Skywrite's pedestrian mechanical purpose - a non-private, limited-range *sending* - didn't deserve to be something huge and flashy like reshaping clouds. That got combined with Magic Mouth to form Conjure Herald. But it's cool to have huge, flashy things up in the sky - Sky Omen's an attempt to give that idea mechanical oomph commensurate with how cool it is.

Spirit Shroud

Replaced With: Spectral Champion

Spirit Shroud never needed to exist; it was basically a mild rework to Spirit Guardians to make it suitable for paladins (but it failed, so the spell sucked). We opted for a bigger redesign to better fill its role as an offensive equivalent to SG's defensive aura.

- Small bonus damage on every hit
- Use a BA to have a spirit attack and slow one target.

Snare

Replaced With: Magic Net

Snare's a weird case of WotC inventing a spell to represent a mundane thing, and in so doing, both making a crappy spell and invalidating the mundane equivalent. Decently hefty mechanical rework here. Added some fall damage, eliminated multiple paths to failure, made the effects more consistent.

Storm of Vengeance

Replaced With: Tempest

Storm of Vengeance is *awful*. It's got a giant area, but its effects are pitiful except for round 3 damage and rounds 5-10 control. With no control effects until round 5, it's effectively a damage spell, but about 1/3 as strong as it needs to be to justify itself. It's basically a plot spell for destroying villages, and that's it. So we reworked it; effects fully persist, they're a choosable menu rather than a defined progression, and all the numbers have gone up. Now it's a great massive-area weak-control spell, or a solid damage spell that needs a turn of ramp-up before it gets scary (and even so, it maxes out at a little less than half a meteor swarm per round).

Storm Sphere

Replaced With: Stormcloud

Storm Sphere's a spell that's *fine*, but it's a hybrid spell (in this case, AoE & ongoing-single-target). Most hybrid spells suffer because they're a little crap at both individual functions, so you generally decide what you want to do more and pick a more-focused spell for that. This primarily got a damage buff, but then also got some (beautifully thematic if I say so myself) mechanical changes to help distinguish itself from its main competitor, Sickening Radiance.

- Added ability to move the sphere
- Took away the initial damage; replaced it with lightning damage for the bolt's target and thunder damage for folks in the sphere.
- Added deafened condition because it really should have it.

Summon Beast

Replaced With: Summon Animal Spirit

Almost all the Tasha's summons are well-liked but also considered *very* strong. Not game-breaking good, but toeing the line at times. So this one gets some mild toning down.

- Upped AC by 1 and reduced base HP
- Adjusted move speeds for Sea and Sky
- Replaced Pack Tactics with Blood in the Water (for Sea)
- Adjusted damage downward
- Overall, mild nerfs to damage, slight nerfs to durability

Summon Construct

Replaced With: Summon Golem

The TCoE summons are well-liked, but of course, not well-accessible to homebrewers since they're not in the SRD. As long as we needed a cleanly-licensed spell here, we figured we'd rework the types to match published statblocks better.

- swapped types from clay/stone/metal to flesh/stone/iron
- removed incapacitated immunity
- rebuilt actions & stats

Summon Lesser Demons

Replaced With: Conjure Minor Fiends

Another case where you had to pull up the Monstrous Manual to cast the spell. Also, summoning demons that want to murder your friends is a jerk move.

- Defaults to two, CR 1 demons using a provided stat block. DM can rifle through the MM if they want.
- Interesting features: resistances, magic resist, random affliction
- Summoned creatures act like Conjure Elemental; friendly until they become a big ol' problem
- component changed to costly and mildly evil material, instead of very evil
- Upcasting simplified

Summon Undead

Replaced With: Summon Grave Spirit

All the Tasha's summons are quite strong, and Summon Undead is often regarded as the strongest of the bunch. It basically gets nerfs across the board, with a new ability added to the skeletons to make them more interesting than just pure archer-bots.

Symbol

Replaced With: Glyph of Power

- Increased cast time to 10m
- Halved cost to 500g
- Removed cast-on-objects function
- Reworked effects entirely

The most important thing here was rebalancing the effects substantially, including mostly making them much longer duration; the original, unless used as part of a trap, mostly meant "the party sits on their hands for 10 minutes".

Sword Burst

Replaced With: Blade Burst

Very small change here - there's no good reason for the spell to do force damage. It's literally swords.

Telekinesis

Replaced With: Psychokinesis

- Replaced strength check with saving throw (nerf, but necessary to fix its legendary resistance loophole)
- More concise language
- More control (buffs) - can target willing creatures, self, optionally restrain unwilling creatures

Telepathy

Replaced With: Mind Link

- Enormous revision as telepathy is garbage as an 8th level spell (especially vs telepathic bond at 5th)
- Major change - can affect unwilling targets
- Combines with lower level divination and illusion spells
- Changed school to Enchantment

Temple of the Gods

Replaced With: Divine Temple

Level reduced to 6th, matching Druid Grove & allowing for 11th level "retirement"

- More control over the interior
- Added aberrations as a selectable creature type
- Added upcasting (time = size, up to 4 hours for 240' cube at 9th)
- Size reduced (same size as RAW when upcast at 7th)
- Disintegrate affects the wood and stone walls normally (instead of destroying the entire temple)

Thunderclap

Replaced With: Thunder Burst

Fairly weak damage for what it was, but mostly this one's a language cleanup and making it more consistent with other spells.

- Language update and range now self, 5 foot radius like sword burst (corrects silly questions, there's a reason TCoE updated SCAG)
- Damage increase
- Niche rider: deafened until the end of its next turn

Thunder Step

Replaced With: Sonic Rift

This one only needs some small tune-ups. It would be nice to make it good on non-warlocks, but that's pretty hard.

- Adjusted and slightly buffed damage to be more appropriate for thunder (d8s)
- Allowed it to explode either at start or end point (common point of confusion)
- Added somatic component

Tidal Wave

Replaced With: Riptide

We literally wrote this one totally independently, then thought "Huh, this spell must exist already," and found Tidal Wave to compare it to. It's a good niche — decent damage, decent AoE, decent control effect. Its main buff over Tidal Wave is a more usable AoE and adding a pull effect on top of the prone.

- Reduced range (120' was overkill)
- Added a 15' pull effect
- Exempted Gargantuan from prone+pull
- No longer works against flying enemies
- 50% increase to AoE (9 squares vs. 6)

Tiny Hut

Replaced With: Arcane Shelter

Broadly, Tiny Hut works fine for guaranteeing a safe rest, but is too tempting for parties to try and set up cheesy fights where it gets used as invincible cover. So the changes attempt to preserve its role while making it much harder to use in combat.

- Fails if there's not enough space (so you can't block a passageway)
- Changed from evocation to abjuration
- 10 minute cast time instead of 1m (reduces cheese)
- Projectiles can't pass through (no archers sitting inside)
- Moving through costs 25' (no darting out, attacking, darting back in)
- Made it fully translucent instead of one-way visible (so you're sacrificing good information about what's happening outside)
- Doesn't forbid Large creatures (large PC rules will happen at some point)

Toll the Dead

Replaced With: Grave Calling

Toll the Dead's *virtually* always at full power for d12 damage, which is a little too strong.

- d12 damage when target's below half hp, instead of full hp.

Transmute Rock

Replaced With: Morph Earth

- Fixed odd/nonstandard falling damage (probable nerf, possible buff, depends)
- Changed components, concise language, etc. - this is basically SRD-ifying

True Strike

Replaced With: Fated Strike

True Strike's always going to be a lightning rod; everyone in the world has tried to fix it, generally with terrible results. We debated a hundred different cantrip versions. They were almost all too complicated, almost all too strong or too weak, and frequently had abuse cases available. So we opted to buff it and turn it into a leveled spell. When you *really* need an attack to hit, it's a viable option.

Tsunami

Replaced With: Great Wave

Tsunami was basically "narrative destruction" - now this is both usable in combat and more flexible overall.

- Any direction along the ground instead "away from you"
- Variable cast time and size

Vampiric Touch

Replaced With: Life Drain

This is one of the biggest changes, basically a total rewrite. Vampiric Touch is an iconic spell, but 5E's version is frankly terrible; it's only usable if you're out of spell slots and slap-fighting a weak enemy. Life Drain's a pretty brutal health drain *as long as* there are enough targets available. Get your Palpatine on.

Vitriolic Sphere

Replaced With: Corrosive Burst

This one only made the cut because an SRD-friendly version was required; the base spell's honestly fine, the damage is exactly where it should be. But reworking it to a proper damage-over-time effect makes it more characteristically acidic, and increases the incentive to use it as an opener. Also changed from evocation to conjuration, because it makes more sense.

Wall of Force

Replaced With: Arcane Wall

Wall of Force is too good. It'd debatably be too good at 8th- or 9th-level; the issue is there's just no ability to counterplay it, at all. So we made it breakable.

Wall of Sand

Replaced With: Wall of Dust

Wall of Sand was excruciatingly situational; blowing a 3rd-level slot to slow your enemies by 1 round is a bad trade. It worked if you cast it lengthwise down a hallway, but only then. So we added a Str save for double the effect.

Wall of Water

Replaced With: Water Wall

- Eliminate the freezing business. It's neat but fundamentally lacking the pieces to make it mechanically adjudicable, and it'd require basically including the text of Wall of Ice to fix that.
- Make it better than difficult terrain
- Double down on the fire protection
- In fact, double down on the element modification generally, as a way to give it its own niche

Watery Sphere

Replaced With: Whirling Water

- Increased radius from 5' to 10'
- Added collision damage for a full sphere
- Added BA throw-out-of-sphere
- Eliminated levitation, it was weird and mostly created a niche mass-levitate use case

Weird

Replaced With: Phantasmal Nightmares

Weird's the go-to example of a crap high-level spell. The original is just multi-target Phantasmal Killer (which has its own problems). Buffed the damage and changed the timing so it needs two failed saves to hit the damage curve (instead of 4), and added a confusion-style table of additional terrible effects.

Whirlwind

Replaced With: Twister

This one honestly didn't need all that much, mostly fixing the sloppy drafting that plagues the EE spells.

- massively buffed area and height (which winds up adding extra fall damage)
- derandomized throw distance
- changed quite odd V,M component to standard V,S

Wrath of Nature

Replaced With: Nature's Fury

This one needs pretty dramatic mechanical changes; the original mostly doesn't have any action cost attached, but takes effect automatically based on what terrain you have available. Consequently, it had wildly varying power based on your terrain; cast it in a savannah and basically nothing happens, but cast it in a forest and you've got half a fireball going off in a 60-foot radius every turn. So we eliminated the interaction with existing terrain and made every option cost a bonus action to activate (except for grass, that's automatic now).

Zone of Truth

Replaced With: Aura of Truth

This one gets a change to line it up with how most DMs *actually* run the spell. Added bonus, it's got incentives now to end an interrogation scene rather than drag it out interminably

- changed it to an aura, and from save-every-round to a single save (much smoother gameplay)
- Added a certain number of compelled questions